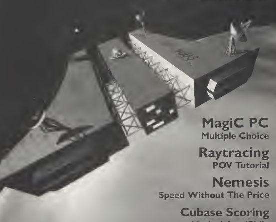
ATARI COMPUTING

Issue 3 • February 1997 £3.00

Last Issue?

Yours not ours...



MagiC PC

Multiple Choice

Raytracing

POV Tutorial

Nemesis

Speed Without The Price

Cubase Scoring

Musical AtariPhile

Virus Outbreak

UVK To The Rescue

Reviews: EscAPE Paint • Braindead 13 • USR Modem • O

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Please ring for an appointment before bringing your machine or call if courier collection is required. Please ensure all parcels collected are adequatley packaged

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THE CHEETAH DRIVE FROM T.U.S. DEVELOPMENTS BRINGS AFFORDABILITY AND STYLE TO ATARI SYSTEMS. SMALL CASE DIMENSION WITH BUILT IN POWER SUPPLY, COOLING FAN, DUAL SCSI EXTERNAL CONNECTORS (FOR DAISY CHANING EXTRA DEVICES) AND ID SELECTOR GIVES A FULLY FEATURED SYSTEM FOR USE ON MORE THAN JUST ATARI COMPUTERS. ALL SYSTEMS ARE SUPPLIED COMPLETE WITH HOST ADAPTER CABLE AND FORMAT / PARTITIONING SOFTWARE AND ARE PRE FORMATTED AND PARTITIONED READY FOR IMMEDIATE USE.

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2meg TUS memory boards for ST(FM) few left at £44.00

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Class 1 fax commands, full Hayes
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BOTH MODEMS ARE BABT APPROVED WITH 'CE' MARKINGS, COMPLETE WITH CABLES AND SOFTWARE POR BULLETIN BOARD ACCESS

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SERIAL PORT £20.00
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Johnstone PA5 8JB SCOTLAND

Email atarcomputing@cix.co uk or
NeST:90 100/315 0@nest.ftn

Unfortunately we cannot enter into personal correspondence to answer Atari related questions although we will naturally do our best to help you through the Q&A section of the magazine It would also be helpful if letters subscription enquiries and editorial material were on separate sheets within the same envelope Ideally letters and editorial material should be on disk in ASCII format.

SUBSCRIPTIONS ONLY Brian Stanton 73 Bentinck Drive, TROON Ayrshire KA10 6HZ SCOTLAND

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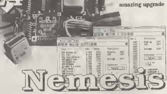
ABOUT THE COVER

Ed McGlone created and rendered the 3D model on a Pentium PC using 3D Studio Max It was converted to greyscales on a Falcon using Imagecopy v4 and dithered using the Floyd-Steinberg dithering routines

ATARI
COMPUTING

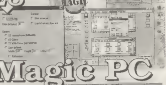
24

Supercharge your Falcon with this amazing upgrade



Nemesis

28



Magic PC

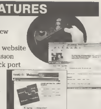
30

Find out how to produce amazing 3D scenes such as those which grace the cover of Atari Computing

POV

FEATURES

8 Readers survey
13 Freedom 2 preview
16 Viruses
25 Atari Computing website
30 Persistence of Vision
35 Enhanced joystick port
38 Displaying files
40 On the NeST
43 Websites to visit
52 Maggie
54 Ataripfile



REVIEWS

15 Font House typeface catalogue
18 Braindead 13
19 Oases
21 Falcon memory upgrade
22 Destruction Imminent
24 Nemesis
28 Magic PC
34 USR 33.6k Fax/Voice Modem

SHAREWARE

45 Edith Pro
46 Cadenza utilities
48 Antmail
48 Videl Inside 2
49 EscAPE Paint
50 Super Tetris
50 COP5

Add Kernel
Delete Kernel
Load
TEXT
LOCK
Password
Cancel
Lock It!

REGULARS

6 News
10 Subscriptions
11 Letters
36 HTML coding
42 User group news
42 STOS corner
44 Reader disk
56 Calamus User
57 Questions and Answers
59 Advertisers index

n.a.c.
THE NORDIC ATARI SHOW AND CONVENTION
* * * * 1996 * * * *

WE MADE IT!

Hooray! We've made it to AC#3, the original goal the AICIG set itself.

We decided the shock tactic employed on the cover was necessary to grab everyone's attention. Over half of you took out a three issue subscription commencing with issue one and if you don't re-subscribe this will be YOUR last issue – but we're planning to stick around for a long time yet!

The AICIG has demonstrated its commitment to the Atari platform and we'd like to take this opportunity to thank each and every one of you for your support to date. In particular the contributors whose efforts have been phenomenal.

Despite the likelihood of increasing production costs we're confident enough in the future for the magazine to urge everyone to consider taking out a six issue subscription. If enough of you do this we won't need such a blatant reminder every three issues and we'll be in a better position to develop the magazine and efficiently organise its long term management and planning. If your subscription ends with this issue, and you wish to continue receiving Atari Computing you will need to fill out the form on page 10. We will not be sending out renewal notices, so check the top line of the label on the envelope this magazine came in to see when your subscription ends.

The Reader Disk continues to grow in popularity and we've strived to include software and extras you can't find anywhere else. On this month's disk we welcome the Atari Computing database in ST Guide format compiled by AICIG member Norman Bland – take a bow Norman.

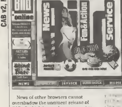
We're also delighted to introduce Frank Charlton to the editorial team as online editor for our website. From the survey returns compiled by AICIG member Martin Milner we know nearly half of you own a modem so do stop by the website.

All that remains is for me personally to welcome you to our third issue: we hope you enjoy it as much as we know you enjoyed the first two!

Joe Connor

Browser rumours

Just as the dust settles on the release of CAB v1 5 and the demo versions of the French WebSpace browser we hear reports of another browser under development by Oregon Research Associates in the US This as yet unnamed browser is capable of running on all Atari computers



News of other browsers cannot overshadow the imminent release of CAB v2 which has undergone a major rewrite of the HTML Parser routines to offer improved performance and an unrivalled combination of features including

- Frame support yippee!
- Faster display of both text and images
- Support for many new tags
- Enhanced table support
- Sound support via external GEMjing utility

Atari Ethernet at last?

Norbert Wieczorek the German developer of the Link 96 SCSI interface has announced work is underway on an ethernet interface for the Atari platform which could be of enormous benefit to owners of several machines The proposed specification is as follows

- Connect via ACSI/SCSI bus to all Atari computers using one ID address
- TCP/IP protocol to connect Atari to PC (Windows Linux, UNIX computer)
- Usable under MINT and LINUX for Atari
- Drivers for CAB, MINTnet
- Interface should cost around 300 DM
- 10MHz Thin ethernet (BNC) cable
- Network protocols include MIDICOM (Atari specific), TCP/IP and Windows network
- For more details contact

Norbert Wieczorek
Tel +49 2305 962030
FAX +49 2305 962031
URL http //members aol.com/norwiecz/
Norbert Wieczorek, Habichtseck 43,
44575 Castrop-Rauxel, Germany

Our mistakes shirley?

Last issue our printers said we can either have detail in the dark grabs or lose the grey tints down the edges of the page and product boxes We decided to keep the detail in the grabs we figured there wasn t much point having them otherwise. We didn t realise this would render the scores in the product boxes illegible on most pages so here's the scores Get your pens out

[illegible]	95%
[illegible]	84%
[illegible]	65%
[illegible]	[illegible]
p20 Sound Chip Synth	85%
p25 Jaguar CD-ROM	65%
p31 Atari Karts	84%
p35 Photoline	30%

We've taken precautions by changing the page design to ensure this doesn t happen again We also published the wrong telephone number for HiSoft The correct number is +44 (0)1525 718181

Nordic Atari Show '97

This is the third annual get together held in Gothenburg and has established itself as a must for all Atari enthusiasts The show will take place from Friday June 13th until Sunday June 15th The doors will open at 1 pm Friday and close at 6pm on Sunday

N.A.C.
THE NORDIC ATARI SHOW AND CONVENTION
* * * * 1996 * * * *

The exhibition hall will be for dealers distributors and shareware programmers There will be a swap meet area where you trade items and a soldering corner to install those upgrades and make repairs

The hacker hall will be hosted by the Swedish NoCrew who will look after other demo crews and programmers

Seminars on a variety of subjects will be held throughout the weekend along with more light hearted events such as the A-Z on the Keyboard' and 'hard disk throwing challenge with prizes for the winners

A three day pass costs SEK 100 (around £8 50) with day passes at SEK

1997 UK ATARI SHOWS

Mike Goodman the organiser of the successful Atari Shows last September has confirmed two Spring Atari Shows will be taking place in April at the same venues as last time

- Saturday 26th April National Motorcycle Museum Birmingham probably in the Compton Suite
- Sunday 27th April Osterley Four Pillars Hotel London
- May? Possible Glasgow show although details still have to be confirmed

Both shows will be open from 10am to 5pm and most of the exhibitors from the last shows plan to attend Mike confidently expects some new exhibitors, of which more news to follow

Atari Computing have a stand at both shows so make a note in your diary to show support for the Atari scene and tell us face to face what you d like to see in the magazine Even better bring along some articles or software we can use in the magazine!

Full details will be included in Atari Computing issue 4 but if you d like to exhibit or require more details contact

Tel +44 (0)1782 335650
Fax +44 (0)1782 316132
Goodmans, 16 Conrad Close, Meir Hay Estate, Longton, Stoke on-Trent, ST3 1SW
(enclose SAE for reply)

50 and include access to all activities For more information contact

URL:www.tripnet se/nak/nas
STraight BBS +46 31 336 39 73
Email Rolf Johansson at
rojo@tripnet.se

Afterburner040

After the extra speed injection added by a Nemesis upgrade has worn off you may also like to add an Afterburner040 accelerator to your TOS 4 04 Falcon An AfterBurner040 board equipped with an 68040 RC processor costs £499 00 including VAT (£424 68 export) Features include

- Motorola 68040 producing 16 5/33/66MHz (Bus/CPU/Pipeline)
- Nemesis support further boosts performance to 20/40/80MHz
- Two 72-pin SIMM sockets for optional memory expansion up to 64Mb Fast-RAM
- Falcon Bus through port for Expose, Screeneye FalconSpeed etc
- MC68040 Toolkit produced by BSS to control Afterburner settings
- Compatibility with Atari software

The Afterburner doesn't fit inside the Falcon case but Titan can offer the new C-Lab MK X case for £199 including VAT (£169 36 export) which are ideal for this purpose

The addition of Fast-RAM increases the performance further with figures showing a 9 5 times speed increase over a standard Falcon with Fast-RAM and Nemesis incorporated!

Prices mentioned do not include carriage and Afterburner orders are batch produced so for more details contact Titan

Tel +44 (0)121 693 6669
Fax: +44 (0)121 414 1630
URL. ourworld.compuserve com/
homepages/TITANWEB/
Email 100345 2350@@compuserve com
6 Witherford Way, Selly Oak,
Birmingham B29 4AX, UK

Music Maestros?

If you'd like to learn how to use your Atari to create music there are specialised courses being run at Glasshouse Studios in Coventry Training is given on Atari ST's using Cubase, CLab Creator and Steinberg Pro 24 along with state of the art 16 track digital equipment.

The course are accredited by CAN (Central Access Network) and on successful completion of the course students receive a certificate detailing their achievements

The studio itself can also be hired by musicians to record their own music So you can work your tracks up at home then bring them into the studio to polish them up before being recorded and mastered For more details contact Glasshouse

Tel. 01203 223892
Email Glasshouse@dial pipex com
Glasshouse Productions, Upper York St,
Earlsdon, Coventry, CV1 3GQ

Protext bounces back

Following the closure of Arnor and Compo the distribution rights for Protext have returned to the programmers who are continuing to develop Protext across a range of platforms When asked recently about the re-release of Protext for the Atari platform Protext co-author Mark Tilley replied

After a period during which Protext was not available for purchase the Atari version of Protext v6 6 is now available again

Protext Software is a partnership of four people including the original developers Mark Tilley and Gavin Every

The latest release is a consolidation rather than a major update (and is not significantly different from the earlier v6 6) but we have thoroughly revised the documentation for the first time since v6 0 We are working (albeit part-time) on v7 - more details in due course

The relaunch price is £40 please make cheques payable to Protext Software Because this is a new venture we cannot at this time, offer discounts or upgrades from earlier versions However when v7 is released upgrades from earlier versions will be available. Retail sales are by mail order only To place and order or for more details contact

Tel. + 44 (0)1353 777006 (Contact Brian Watson)
Fax + 44 (0)1353 777471
Email mtilley@cix co uk
Protext Software, 39 High Street,
Sutton, Ely, Cambs, CB6 2RA

NeST problem

Just before we went to press news reached us that all computer equipment belonging to Daron Brewood has been confiscated by the police Daron is the coordinator for Zone 90 - NeST Central Control This is the top zone where NeST (the international online Atari users network) traffic is collected and passed on to Atari users worldwide Despite the loss of equipment including the main server moves are currently under way to provide an alternative NeST backbone Hopefully normal service can be restored without difficulty

Snippets

Atari Music Fair/Gig

This show is planned for 31st May 1997 at the Crown Court Hotel in Inverness All artists using Atari hardware/software are invited to attend and play from 12am till 12pm If you re interested in attending or playing contact Donald McColl on +44 (0)1463 221895

WebSpinner, The HTML creator under development by Simon Coward now has competition from the Home Page Penguin' an HTML creator currently at v1 6 by German author Matthias Jaap who got the inspiration for the program from HomePage Wizard on the PC Matthias has also programmed several other useful looking Internet utilities For more information point your browsers at

URL http://www hh.schule de/
hhs/mjasp/programe htm

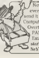
Croft Soft changes

Croft Soft Software has launched its new web pages which includes details of its games including Mole Mayhem and the latest news about the Atari Times disk magazine Contact

Tel 01454 313352
URL. http //www users.zetnet co uk/
polonowski/index htm
Email polonowski@zetnet co uk
The Croft, Hope Rd, Nibley, Nr Yate,
Bristol, BS17 5JH

SCSI CD-ROM

Titan can now supply the Panasonic 8x speed SCSI CD-ROM for £179 00 or as an external device cased for £249 00 including VAT



News? Gossip? Why not let everyone in on the secret send it to us at Atari Computing "Rois Bheinn" Overton Crescent Johnstone PA5 8JB SCOTLAND Email **atsricomputing@cix.co.uk** or **NeST 90-100/315 0@nest.ftn**

Survey results

SURVEY CONCLUSIONS

The survey forms were collated by Martin Milner with conclusions by Martin Milner and Joe Connor

First of all thanks to the 314 readers who sent in their survey forms 10 respondents found the editorial style too simple 14 found it too complicated and the remaining 92% thought it was about right 8% wanted free or paid Reader ads

Requests for more Tutorials DIY and Q&A's have been duly noted The most popular sections of the magazine were News Reviews and Tutorials Although more people own scanners than modems the number of respondents online and interested in comms is higher than any previous survey of Atari readers

The most popular application was (unsurprisingly) word processing followed by graphics games, database, communications DTP music and programming spreadsheets and education in that order

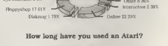
Respondents collectively own 517 computers with less than 5% using emulators Despite the legendary unpopularity of the STe range over half the respondents use an STe or Mega STe - games programmers take note!

Around three quarters of users have used Atari machines for at least five years with only a handful of users still struggling with less than 1Mb of memory and floppy based systems which means we can turn our attention to screen displays Almost half of the respondents are using colour monitors or TVs presumably in medium resolution We'd encourage you all to add a mono monitor - leaving colour for games sessions ST mono resolution is much easier on the eyes and will enhance your enjoyment of Atari computing dramatically!

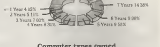
Nearly three quarters of respondents use TOS with a surprisingly high number of people using MultiTOS Despite its almost universal acceptance amongst power users MagiC has not replaced TOS as the OS of choice but is clearly more popular than Geneva Added together around 25% of respondents are multitasking

Although the largest group of people heard about Atari Computing online we owe Floppyshop a pat on the back for their efforts promoting the magazine

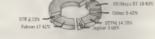
Where you heard about Atari Computing



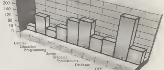
How long have you used an Atari?

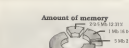


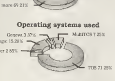
Computer types owned

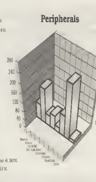


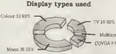
What do you use your Atari for?



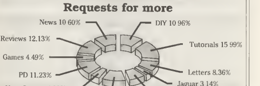

Amount of memory

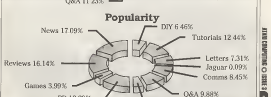

Operating systems used


Peripherals


Display types used

RELATIVE SUBJECT POPULARITY


Requests for more


Popularity

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Subscription	UK	EUROPE	USA	OTHER
3 Issues magazine only	£9 00 ☐	£11 50 ☐	£12 00 ☐	£13 00 ☐
3 Issues with Reader Disk	£15 00 ☐	£17 50 ☐	£18 00 ☐	£19 00 ☐
6 Issues magazine only	£18 00 ☐	£23 00 ☐	£24 00 ☐	£26 00 ☐
6 Issues with Reader Disk	£30 00 ☐	£35 00 ☐	£36 00 ☐	£38 00 ☐

Photocopies or details written on plain paper are acceptable.

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READER DISKS

Reader disks are now available on an issue by-issue basis for just £2 50 inclusive of UK post and packing £2 75 Europe and £3 00 Rest of World

Please make all funds payable to the "Atari Computing Group" and send orders to Atari Computing, Reader Disk Order, "Rois Bheion", Overton Crescent, Johnston, PA5 8JB SCOTLAND

UK Cheque/postal order
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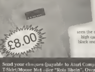
Commonwealth Sterling Post Office Payment International Money Order
Rest of world. International Money Order

If your copy of Atari Computing is delivered from one of our distributors please obtain your Reader Disks from them

READER OFFERS

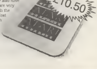
To celebrate the launch of Atari Computing we had a limited number of unique Atari Computing T Shirts made These were on sale at the Atari shows at both Birmingham and London and sold very well.



They are white with the black and yellow "Atari Computing" logo on the left breast We are now able to offer these (while stocks last) to anyone who didn t make the shows

Cost including p&p is £8 each (remember to state your size Medium Large or eXtra Large)

Those of you at the shows may also have seen the mouse mats we had made These are very high quality thick rubber mouse mats with the black and yellow "Atari Computing" logo Cost including p&p is £10 50 each



Send your cheques (payable to Atari Computing) to A.C.G. T-Shirt/Mouse Mat offer "Rois Bhein", Overton Crescent Johnstone. PA5 8JB. And remember to include your address.

Letters

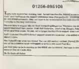
In AC#2 you reviewed a program called Dump-It in the PD/Shareware section. Could you please inform me of how I can obtain this program? Thank you for a very interesting and informative magazine, much needed. Wishing you every success in 1997.

Mr M J A Beale, Chandlers ford, Hampshire

Most of the software reviewed in the PD/Shareware section is available from Floppyshop, Goodmans and LAPD libraries, refer to the Advertisers index on page 60 for details.

Occasionally we review software which is only available on our Reader Disks and these can be ordered individually, refer to the Reader disk page for details.

In most cases the software is also available from online services, on the Internet it's always worth checking our web pages or logging into 42BBS.



01256-895106

Christmas past, present and future.

In 1995 I didn't believe things could get any worse for Atari enthusiasts having seen the loss of Atari ST Review after 35 issues. barman make that a double. Add to that Atari's merger with JTS and times were not good. Then Compo launched Atari World and Vic and the team were back. barman make that a bottle! Vic left, Andrew took over and in mid December 1995 Atari World issue 8 graced two Christmas shows and things were looking good.

1996 turned sour. Compo closed taking some fine software and hardware products but worst of all it took Atari World. Despite losing money I was truly saddened.

Gradually we struggled to our feet. Titan Designs picked up the Gribnif products and System Solutions launched some fine new products. ST Format enjoyed a brief resurgence despite its dwindling page count, but finally the suits moved in and ST Format was closed at issue 86 in September. barman no don't bother.

Within a few days the atari.st conference on CIX was plotting a replacement and I enjoyed watching the plans take shape. It's a tribute to Mike Kerslake, Joe Connor and the rest of AICIG that the first issue was ready to make its debut at the excellent Atari Shows last September and shows the dedication the AICIG have to the Atari platform.

1996 ended well and with some excellent products in the pipeline, spring shows planned, new PD/Shareware releases and several excellent disk magazines 1997 could be the best year ever! All it needs is active support for the magazines, commercial companies and PD/Shareware author's and we can keep this platform alive - whatever machine you run it on. With every subscription, purchase and registration you breath new life into our platform. barman I propose a toast to the ghost of Christmas future.

Leslie Charles, ataricomputing conference, CIX

Nice one Les!

Although I have had my Atari for several months I have not yet got to grips with it. I'm a complete beginner, never having used a computer before. In fact, to be honest, I am a bit scared of it and really need an 'Idiots guide' to the Atari. I hope your new mag can help.

Mrs J P Featherstone

There's no reason to be scared, Atari machines are as friendly as computers get. We do try to de-mystify jargon and are happy to answer specific enquiries through the Q&A pages but realistically between issues the best way to get help on a day to day basis is to get a modem, follow our NeST series, and get online to your local BBS.

Thanks for Atari Computing, which is both welcome and interesting. The overall setup and content is well balanced and I hope you can keep this balance in forthcoming issues. My only reservation is the Reader disk concept. The last few ST Format disks contained duplicates of programs I already had from PD libraries. Please print plenty of letters and Q&A pages and if possible add a regular For sale column. When ST Format closed I almost moved over a PC with all the costs and learning curve it would take to get back to square one! Atari Computing has come as a great relief and I wish you every success.

Bill Reid

Our Reader disks only ever include the very latest versions of programs. Our daily contacts directly with the best Atari programmers around the world means our Reader disks will always contain the best software available along with items not available anywhere else. We decided against a For sale page because we feel the gap between issues is too long and the content would be outdated... we recommend getting online to your local BBS where items change hands regularly at realistic prices.

You're off to a great start in the tradition of ST Review and Atari World. I suggest you spend the money on quality and quantity of articles rather than hi-tech colour at this point in time.

T C J Spencer

I got two envelopes in the post this morning, both A4 size, one brown and one white. I opened the white one first, it was the Demon Internet Dispatches magazine. I skimmed through it and although vaguely interesting I quickly got bored and opened the brown envelope.

What a difference. 64 pages crammed with relevant AND interesting articles for only £3! I cannot put into words the gratitude I feel to the team of the AICIG for starting this mag, except thanks and a big(ish) hug. I have just upgraded my STe to 4Mb's and will treat myself to MagiC and stick with the Atari platform... a decision strongly influenced by Atari Computing.

Will, by email

I really enjoyed the MiNTro article. It actually encouraged me to go on a quick trip around the web. I now have a nice working system running oAESis. More articles on extending our systems please!

Simon, ataricomputing conference, CIX

It was a brave decision to go ahead with a new Atari Magazine, especially after two had recently gone to the wall, and you have my grateful thanks for doing so. Atari Computing is immensely readable with a good editorial style. Why aren't PC magazines written in a similar manner? I found the articles on desktops and MiNT in Issue 2 particularly interesting and, at last, someone has explained what the various number of bombs mean when my STe (occasionally) crashes. I wish you a happy new year and every success to all associated with Atari Computing.

J L Wayman, Scarborough, N Yorks

Just when I thought the world was ending again(!) my copy of Atari Computing thudded through the letter box. Many many congratulations and thanks to the team that produced it! Such obvious dedication, for our benefit, deserves the highest praise and support. May all subsequent issues be as greatly packed with goodies. Never mind colour/glossy paper or other expensive embellishments.

Charles I Stanley, Aberdeen

These letters sum up the AICIG's thoughts and really make us feel our efforts are worthwhile, please do keep them coming.

Letters and editorial contributions should be sent to
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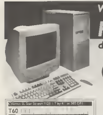

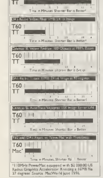
Calamus SL Star Screen RGB 6.7 by 4.1 at 300 DPI
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DA's Repro Soften Filter 1MB 24 bit Image
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Time in Minutes Shorter Bar is Better!
Calamus SL Vector Redraw 100 Objects at 788% Zoom
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DA's Repro Rotate 1MB 24 bit Image at 90 degrees
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Calamus SL AutoTrace Vectorize 65K Image Better ON
T60
TT
Time in Minutes Shorter Bar is Better
T60 with DA's Repro vs PowerMac with Photoshop
T60
Mac*
Time in Minutes, Shorter Bar is Better

*110MHz PowerMac equipped with $2 000.00 US Radius Graphics Accelerator. Rotating a 16MB file 37 degrees. Source: MacWorld June 1996.

Do You Need More Speed?

DirecT40 and DirecT60 are here and these new Atari TT030 Compatibles will satisfy even the most demanding need for speed! Highly TT030 compatible and designed for processor intensive tasks such as Desktop Publishing Image Editing Ray Tracing Rendering and Database Management as well as high speed word processing. DirecT40 and DirecT60 will increase your productivity!

Just How Fast is it?

DirecT60 is based on the 120 MIPS MC68060-60MHz processor providing 30x's the speed and power of a Falcon030! The lower priced DirecT40 is based on the 29 MIPS MC68040 32/64 MHz processor offering 15x's the processing power of a Falcon030! As an example a Rendering task that takes 4 hours on a Falcon030 will be finished in mere minutes on a DirecT60! Get more done in less time!

How easy is it to expand?

DirecT40 and DirecT60 are designed to use PC / IBM compatible peripherals such as ISA or PCI Graphics Cards, EIDE and SCSI hard drives, keyboards and standard PS/2 memory SIMMS! Memory is expandable to 1 Gigabyte via simple plug in standard SIMM memory modules! Plug in a future Pentium on PCI card for total DOS / Windows compatibility! A new SoundCard with DSP has been recently designed for total hard disk recording and editing! DirecT40/T60 Built in Canada by the company that brought you the DirecT30 compatible you can be assured of receiving top quality product service and support!

What about Compatibility?

DirecT Atari compatibles have always been known for their high degree of compatibility! DirecT40 and DirecT60 follow this path of higher speed with excellent compatibility. Generally if it runs on a TT030 it will run on a DirecT40 or DirecT60. Our use of a special version of TOS 3.06 (TT030 TOS) maintains a high degree of backwards compatibility. Cleanly written GEM applications run smoothly and faster than ever! Extensive testing with Calamus SL, Digital Arts products, Atari Works and more have proven these new machines to be highly useable!

Complete Systems

Complete DirecT40 and DirecT60 systems include 4Mb RAM, 850Mb EIDE hard drive, DD/HD Floppy Drive, 1 Mb DRAM Graphics card with NVDI 4, AT Style Keyboard, Mouse and are Installed in an attractive Mini-Size CSA/UL Approved Tower Case! Also includes DirecT Tools, a special suite of software. Options can include larger hard drives, CD ROMS, more memory, removeable drives and more! All DirecT computers are built to order allowing for custom packages, call us for your personalized quote!

DirecT40
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$2379.99 US

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Freedom 2

Kev Beerdsworth previews Freedom 2, the Rolls Royce of file selectors on any platform?...

Freedom 2 implies version 2 which it is but it has another meaning Freedom 2 now performs two distinctly separate functions a file selector and Xcontrol replacement In addition to cosmetic enhancements to CPXs (Control Panel eXtensions) Freedom 2 introduces a new eCPX (Extended Control Panel eXtension) standard along with a sporty new look and configuration eCPX

I can already hear people muttering Jack of all trades to which I respond with one word Memory On average after comparing Freedom 2 with Freedom v1 15 and Xcontrol there s a saving of around 30Kb (58Kb compared with Zcontrol and 34Kb with COPS)

Freedom 2 is one helluva update! A look at the options in the configuration eCPX should convince most people to upgrade

Like other XControl replacements Freedom 2 can open as many CPX s as required all in separate windows and all multitasking However in addition Freedom 2 offers eCPX's which unlike CPXs are not restricted to Xcontrol sized windows Instead of squeezing features into multi page CPXs a single window eCPX could be programmed instead.

Selecting any CPX then left clicking on the info icon displays options not found in other Xcontrol replacements An auto-start option opens the e/CPX window after Freedom 2 has finished loading and another option stores the window position and re-displays it at the same position If you like the 3D look you can even force CPXs to be displayed in 3D which works most of the time but can be toggled off for individual CPXs if you encounter any display problems Finally the individual CPX flags such as the archive and read only bits can be set as desired

Like the COPS Xcontrol replacement Freedom 2 used together with a suitable replacement desktop can run e/CPX s and e/CPZ s by double clicking on them without opening the Freedom 2 window Like COPS the selected control panel runs immediately without reloading other installed control panels again

Four eCPX s are supplied with Freedom 2 (there are others in the pipeline) Modification Trbubble, Freedom 2 Config and Windscreen

Modification

Modification is a MOD player supplied in two versions One version supports the Digital Signal Processor (DSP) chip only available in Falcon machines and the other version is designed for owners of STe machines

Trbubble

Trbubble provides a help system similar to the bubble help found on the Mac and under Windows95 Holding the mouse pointer down over buttons and icons in supporting applications displays a speech bubble along with a brief description of the selected item Details (currently only in German) are included so programmers can implement bubble help inside their own programs

Windscreen

This nifty eCPX adds fully configurable real-time window actions to your system, similar to those provided by Win Commander and WinX Re sizing and moving windows using the right mouse button is performed in real time and the action is silky smooth more smoothly than either WinX or Win Commander in my judgement

Freedom 2 Config

Freedom 2 can be configured without getting your hands dirty inside a text editor which eliminates the worst limitation in Freedom v1.x Every aspect of Freedom 2 can be configured from this neat well laid out eCPX split into sections

General

Settings that affect the whole program Options include how alerts are displayed how drag and scroll actions behave along with options to decide how Freedom should behave when it s in the background

Freedom

Set whether folders should be opened with a single or double click whether a single right click simulates scrolling a double left click or shift left click. Set how the cursor reacts when it gets to the end of a list should it wrap back to the top or simply stop? There s even an option to set the height of popups relative to the screen height

Looks and more looks

These two sections determine the look and feel Set the colours the format used to cut filenames and paths to the Clipboard which side the window scroller appears which way round the OK and Cancel buttons appear and so on you can even 3D each individual filename if you like!

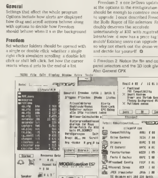
Paths

This section sets the default paths masks and defines sort priorities Up to forty functions key short cuts can be configured and they re easy to define a popup containing every available option is displayed

Lists

Set how Freedom reacts to programs calling the file selector Some older programs still have problems with Freedom or other aspects of modern Atari systems Options to ignore Freedom or call the system selector or call Freedom modally or non modally are available

Freedom 2 s one helluva update! A look at the options in the configuration eCPX should be enough to convince most people to upgrade I once described Freedom as the Rolls Royce of file selectors Freedom 2 doubly deserves the accolade unfortunately at $32 with registration via InterActive it now has a price tag to match! Existing users can upgrade for $21 so why not check out the demo version and decide for yourself ◎



◎ Freedom 2 Notice the file and control panel selectors and the 3D look given to the Atari General CPX

The One Stop Font Shop!

For years buying just the typeface that you needed has been inconvenient and costly Atari users have not had the luxury of large indexed type libraries that PC and Mac users have enjoyed For the average Atari user finding the typeface that they need usually meant a call to their local PD library Once there they had little choice but to buy large collection of fonts on disk, in the hope that one would be useful for their job

Introducing.

FONT
H O U S E

Now Atari users have a typeface source that will build into the only place to buy fonts for their applications Using the PC and Mac type libraries as a model this catalogue offers the user an easy means to buy the typeface they need The advantages are clear

- Choose just the font that you need. No more buying dozens on disk that you may never use
- Buy one or the entire collection At £1 for the PD fonts, the price allows the user to buy as many or as few as they need.
- All fonts are in Calamus' CFN format, the closest to a standard they we have Each typeface has been checked and loads into Calamus version 1 9n.
- All PD typeface have at least the minimum of Upper and lowercase letters Full set of numerals and basic punctuation The user does not have to modify the font in any way, or add missing characters
- Font conversion service for one-off jobs as needed.
- Font Club The catalogue will be up-dated on a monthly basis At least 10 new faces will be added each month New catalogue pages will be issued to all registered users of the catalogue Purchasers of the catalogue receive one full year of Font Club membership saving them £10 on the usual membership fee

---

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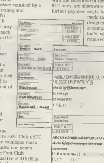
Font frustration

Can't find a suitable font to use in your masterpiece? Mike Kerslake finds a possible solution...

I'll admit right now I'm an avid font collector one of my first software purchases was Timeworks DTP followed by as many extra GDOS fonts as I could afford When I moved over to Calamus I started all over again this time collecting CFN fonts

Collecting fonts is the easy bit being able to find one when you want it is a different matter Printed reference pages provide quick and easy access to your hoard and especially if you undertake commercial work, a resource clients can use to select fonts

Matching a typeface supplied by a client can be frustrating and time-consuming I'd always wondered if there was a better way and recently one such solution arrived on the Atari scene



Black Chancery
FONT REF
Bodacious
FONT REF
BoldFace Italic
Buckman
Nexus Publishing

Black Chancery
FONT REF
1234567890
Bodacious
FONT REF
Nexus Publishing

Dave Howell of Walsall based Nexus Publishing has recently launched a new combined font catalogue and font disk service dedicated to taking the hassle out of font finding

The Font House service involves buying a hefty ring-bound printed catalogue of all the fonts currently available from Nexus along with the entire FaST Club's STC font collection The catalogue costs £10 00 which includes one year's membership of the Font Club Thereafter an annual fee of £10 00 is payable effectively the catalogue is free!

Club members receive a monthly mailing of new catalogue pages Nexus plan to release ten new faces every month Each new face costs £1 00 each - the same price as the majority of the existing PD fonts in the catalogue

A large proportion of the catalogue is devoted to CFN format display fonts but there are still plenty of font 'families' which offer italic bold light condensed and other variations on the basic theme Font families' vary in price depending on the number of faces on the disk

The catalogue itself is neatly laid out in A5 size format with cross references to the alphabetically ordered faces which makes finding your way around pretty painless Each individual face has its own section including a full printout of all available characters - so you see exactly what you are buying before parting with your money

Nexus points out many of the fonts with the exception of the commercial STC ones are shareware and a further payment might have to be made to the font designer Details accompany such fonts where required

Ultimately the catalogue is part of a service and only contains fonts available from Nexus It does not pretend to be a complete catalogue of every CFN font obtainable and collectors will probably already have many of the fonts in their collection, quite possibly under different names

However existing collectors can still make good use of the catalogue as a reference guide I have a vast collection of fonts but despite playing with the various PD and shareware cataloguing programs I've never found anything suitable all too often they involve laborious loading and unloading of fonts with one program insisting on a complete A4 sheet for each font! This printed catalogue provides a relatively cheap albeit partial solution to this problem

Since the introduction of Speedo TrueType and PostScript fonts on the Atari platform the use of CFN format fonts has declined so I was pleased to hear Nexus are making progress on a TrueType edition of the catalogue A TrueType catalogue and font service would be a welcome cross-platform service and I look forward to developments on this front

In conclusion the catalogue and font service idea is a good one although probably several years too late for many Atari users If you have a small CFN collection and plan to expand it selectively this is the place to start If you already have a large CFN collection you probably won't find many new fonts here but as a reference work it's still a lot less hassle than printing your own catalogue

FONT
CLUB

I have one reservation For the cost of each Font House face I could order a disk full of fonts from a PD/Shareware library However bearing in mind the time and effort required to put together such a well produced easy-to-use catalogue and its secondary use as a guide to existing collections the Font House catalogue and service are both recommended ⊙

FONT HOUSE CATALOGUE

Publisher
Nexus Publishing
101 Webster Road Walsall West Midlands WS2 7AP
Telephone 01922 442597
Email. davehowell@cix co uk
Cost: £10 00 - free first year membership, £10 00 per annum thereafter

Pros
Hundreds of fonts already catalogued and available convenient and easy-to-use

Cons
Price per face high currently CFN format fonts only

70%

Cursed Existence?

Richard Karsmakers keeps on top of viral developments on the Atari platform,...

Richard Karsmakers author of the 'Ultimate Virus Killer (UVK) and the UVK Book' spin-off project has recently upgraded his software and made the book available on disk both events triggered by recent viral developments

Ever since the first computer viruses appeared on the Atari platform during late 1987 a steady flow of new viral strains and mutated incarnations appeared in recent times newly discovered viruses were simple variations of earlier strains and it appeared virus innovation had ground to a halt completely The days of the the dreaded Beilstein virus seemed far behind and the gap between UVK updates increased as we relaxed - believing the perpetrators had migrated to other platforms That was the position until developments during the summer of 1996 made it necessary to re-activate counter-measures

Curse of the pharaohs

Early in 1996 I received a disk with an ominous new virus message written on it. With the general near despondency I had subsided into I took my time with the analysis - in fact and I admit this with a degree of embarrassment it was late summer when I got around to investigating the disk It apppears the disk was sent to me by the author of the virus itself and included an assembler source file to assist me figure out what was going on This turned out to be a particularly nasty bootsector virus (see boxout) First of all the virus was reset-proof which means it would not be removed from memory by pressing the Reset button and secondly it employed an intricate combination of encoding algorithms to prevent detection by virus killing software I had to take the unusual step of rewriting sections of the UVK bootsector virus recognition code to cope with this new virus It combines two encryption processes on top of a variety of structural alterations in the viral code to create a potential total of almost 5*10^23 different versions of itself around 500 000 000 000 000 000,000 000 - a whole whopping lot! Imagine if every disk ever owned by all the Atari enthusiasts in the entire world ever were infected no two copies of the virus would appear the same - in fact you d be more likely to win the National Lottery several times than encounter two identical strains so you

> **We relaxed - believing the perpetrators hed migrated to other platforms. That was the position until developments during the summer of 1996 made it necessary to re-activate counter-measures.**

VIRUS TYPES

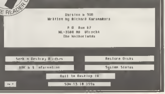
Viruses on the Atari platform can generally be divided into two kinds Bootsector and link viruses Bootsector viruses infect your computer when booting with an infected disk in the drive They usually infect any other write-enabled floppy disk you insert which means these disks will also infect a computer if they are in the disk drive during the boot process There are around 100 bootsector viruses on Atari platform Link viruses do not operate from a disk s bootsector instead they attach themselves to executable program files and infect a computer system from there Once a system is infected the virus spreads as other files are executed Because the virus typically appends itself to the original executable infected program files grow in size, which makes them easier to detect bootsector viruses There are five known bootsector viruses on the Atari platform

THE 'ULTIMATE VIRUS KILLER BOOK'

The Ultimate Virus Killer Book originally released in July 1995 is now available on disk using a specially programmed version of the ST NEWS disk magazine interface The book and UVK will be updated approximately bi-annually

The unregistered version is available for ftp from ftp.uni-kl.de in the path **/pub/atari/misc** or by post on receipt of three International Reply Coupons The registered version costs $5

'Ultimate Virus Killer' v6 9 upgraded and ready to repel the latest viral threats to all Atari systems



THE ULTIMATE VIRUS KILLER

Version 6 900
Written by Richard Karsmakers

P O Box 67
NL-3500 AB Utrecht
The Netherlands

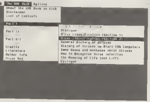
can imagine it s not easy for virus detection software to get to grips with After a night involving the usual quantities of blood sweat and tears (and lots of disks infected for test purposes) UVK was finally able to recognise all possible manifestations of the so-called Pharaoh Virus

Seize the day

The next day I was finishing up the updated release version of UVK when I remembered another archive I d been sent recently The archive supposedly contained a new link virus (see boxout) Over the years I ve received dozens of hoax messages archives and disks like these so I expected this to be another one to add to the list I set about casually analysing the ZIP archive's contents and after several minutes let out a heartfelt expletive as my hard disk became infected by a virus I hadn t seen before For a brief moment the text Ruth Marcs Development Inc. (Dedicated to the memory of Lucky Lady) flashed on-screen then nothing Lucky Lady was a particularly infamous creator of viruses and I broke out into beads of sweat when forty seconds later the text BO[BJOF' appeared at the top left hand side of the screen and my computer crashed shortly afterwards!

I spent another night spent fervently hacking at the computer initially trying to disinfect my own system and later trying and find out exactly how this virus went about its business It eventually became apparent a file called CARPDIEM PRG was a bogus program a so-called Trojan Horse which installs the virus in the computer s memory infects any floppy currently in the disk drive and writes a tiny hidden file called PRG into the Auto folder of hard disk partition C Hidden files are normally created by changing the program header flags from the desktop In the same way files are made Read Only For the time being contra viral activities are once again in step with the threat To eradicate this virus completely it s necessary to remove all instances of viral infection However when booting with an infected floppy disk the virus would re-install the hidden PRG file onto the hard disk and booting with a clean floppy disk the hidden PRG file on the hard disk re-infects the floppy again Either copy of the virus infects the computer s memory and either re-installs its alter ego as required nasty!

I wonder what the next six months will bring? For now at least UVK is once again up-to-date To be continued? ○


The UVK Book
Options
About the UVK Book on Disk
Disclaimer
List of Contents
Part I
Part II
Part III
Credits
Literature
Author Info
Prologue
Virus Classification (Section 1)
Virus Classification (Section 2)
General History of Viruses
History of Viruses on Atari TOS Computers
Some Sense and Nonsense about Viruses
How to Recognise Virus Infection
The Meaning of Life (not Life)
Epilogue

∇ Up-to date and thoroughly revamped the Ultimate Virus Killer Book is now available in an on disk shareware version

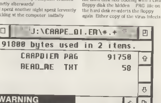
UVK V7.0 NOW AVAILABLE!

UVK works on all Atari systems (including Geneva Magic MultiTOS Stonx and Gemulator) and is available from.

Douglas Communications
P O Box 119
Stockport
SK2 6HW
Tel 44+(0)1625 850270
Cost. £13 95

Richard Karsmakers
P O Box 67 NL-3500 AB Utrecht
The Netherlands

Cost £10 Cash or cheque made out to J P Karsmakers only



```
J:\CARPE_DI.EM\*.*
91800 bytes used in 2 items.
     CARPDIEM PRG        91750
     READ_ME  TXT           58
```

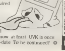
∇ Carpe Diem seize the day might be all the time you have left once this virus strikes!

CARPE DIEM WARNING

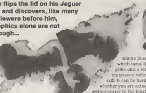
The Carpe Diem Virus' originates from a ZIP archive called CARPDIEM ZIP The arhive contains a file called CARPDIEM PRG (91 750 bytes in size) and a small text file reading Sease the day and run this great falcon enhanced game!! (sic) Upon running this game keen observers may spot the text Ruth Marcs Development Inc (Dedicated to the memory of Lucky Lady) displayed briefly before the Desktop reappears and the virus is now installed in memory and on the floppy disk currently in the drive There will be a small hidden PRG file in C \AUTO\ and after around forty seconds the text BO[BJOF" appears at the top left side of the screen to signify the virus has been activated and causes both Falcon and ST systems to crash repeatedly

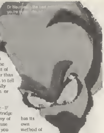
Do not de-archive any ZIP files called 'CARPDIEM.ZIP'. Do not run the program 'CARPDIEM.PRG' contained in it!

Ultimate Virus Killer v6 9 or later can recognise and can help you get rid of this virus completely and includes step-by-step instructions explaining how to disinfect your system and hard disk



Xav flips the lid on his Jaguar CD and discovers, like many reviewers before him, graphics alone are not enough...





Dr Neurosis the bad [illegible]
you're [illegible]

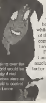
Dr Neurosis

Dr Nero Neurosis! You ain t one of those mad disembodied scientist guys bent on taking over the world are you?' How did you know? Man I've played a lot of video games

So speaks Lance the hero of Braindead 13 Unfortunately while he may have played a lot of video games it seems his creators haven t - well not highly playable ones anyway

For those of you with previous experience of them it will suffice to say this is a ReadySoft game For the uninitiated or those with poor memories ReadySoft were responsible for ST titles such as Dragon s Lair and Space Ace These are also available for the Jaguar CD and plotlines and graphic details aside this review of Braindead 13 would do for all three!

This seems a little unfair but from the player's perspective it is essentially true The gameplay in all three games is identical consisting of a series of cartoons linked through the player s actions This would be fine if the player had some choice over the actions to take but in any given circumstance there is only one right way to escape The game boils down to little more than a test of memory and timing and is made even harder by the inability to bale out of a particular situation forcing you to repeatedly watch Lance being killed whilst you try each of the combinations in turn



Taking over the world would be easy if real heroes were as hard to control as Lance

Fortunately for Lance death isn't much of a limiting factor in his dash around Dr Neurosis' castle, because he has infinite lives which turns the game into a test of endurance rather than skill It can be hard to tell whether you are actually getting nearer to the finish or just running round in circles Fortunately you can save your position in the game at any time - IF you have the Memory Track cartridge don t even think about buying any of these games if you haven t because these are not the kind of games you can enjoy playing from the start each time

The aim of the game is to make your way around the labyrinth of rooms and passages which make up the castle avoiding Dr Neurosis henchman Fritz and a host of other beasties and demi-humans who are intent on killing you in the most imaginative of ways Ultimately you should find yourself one-on-one with Fritz before moving on to do battle with Dr Neurosis himself Hardly the most novel of storylines but actually quite a refreshing change from the over complex ones which seem to accompany most games these days

Not quite Tom & Jerry

So is there actually anything to commend Braindead 13 to the game starved Jaguar CD owners out there? Well actually there is For a start there are the graphics when I described them as cartoons earlier on it was not without good reason They are beautiful to look at despite a case of the jaggies due to lack of aliasing and the introduction alone is worthy of a space on 'Rolf's Cartoon Time

Even the gameplay is bearable in most parts - although there are a few sections where you need to remember far too many steps to complete them. My main criticism here is that the moves you have to make are not necessarily those that seem sensible given the layout of the room and with the exception of some junctions in passageways there is no real choice of moves

Despite such things the real fun of 'Braindead 13 comes from the myriad ways in which Lance (who bears a disturbing resemblance to myself) can be killed Each monster or situation has its own method of finishing him off most of them amusing and imaginative and all gloriously animated Whilst the violence is stylistically of the cartoon variety it is a slight step above Jerry hits Tom with a frying pan and often includes decapitations or bones being unceremoniously extracted It s not that disturbing but if you expect the game to be played by a young child it may be worth checking it out for yourself first

Having said that I would suggest doing your best to try out this or another ReadySoft game before buying it It could be said that everyone should own at least one of their games as they represent a unique genre that really shows graphically at least, what can be done with modern technology Of course it also represents a rather expensive and frustrating way of watching a cartoon so try it out and decide for yourself whether interactivity is really worth the price of three Disney videos ○

BRAINDEAD 13

Publisher
ReadySoft

Contact
http //www readysoft com
RRP: $49 99

Requirements
Jaguar CD

Pros
Brilliant graphics amusing animations

Cons
Appalling gameplay poor aliasing

47%

Oases

Frank Charlton revisits this cross-platform operating system...

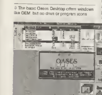
Changing platforms has been an issue close to the hearts of Atari users for several years now In an ideal world, every computer would be capable of running the same programs We re not talking about a global corporation shoving their system down our throats just a decent level of interoperability between platforms Esquimalt Digital Logic thinks so too and was the idea behind Oases

OMEn of Doom?

Oases is an operating system which runs across multiple computer platforms The idea is any software written under one version of Oases should run instantly on any other version Originally Oases was released as OMEn the Open Multitasking Environment and Esquimalt began development on the PC Mac Amiga and Atari platforms Currently Amiga and PC development seems to have stalled which somewhat dents the lofty aspirations

The fly in the Oases ointment is obviously software, or rather the lack of it.

Oases is an operating system just like TOS/GEM and MagiC except Oases doesn t run Atari software at all! Software has to be programmed specifically for Oases which brings us to the first major obstacle. For Oases to succeed as a true cross platform solution software authors on the PC and Mac especially the world-dominating PC - would need to re-develop their flagship applications from scratch Without several major new applications Oases is destined to remain a curiosity



The basic Oases Desktop offers windows like GEM but no drive or program icons

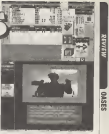
Steamy Windows

Oases runs under a graphical windowed system similar to XWindows used on UNIX machines and looks nothing like GEM. The basic desktop has no drive or program icons everything is controlled via the Oases File Manager To open a window containing a drive's contents you click on the Disks section in the Manager Likewise programs are launched by clicking the crude text display offered by Manager windows To open a document you either have the choice of clicking the file itself to launch the parent application or picking up the file from the Manager window and dropping it into the open window of a program you re already running This drag and drop system makes file selectors redundant but it s difficult to get used to Windows can be closed and moved as with GEM but without close boxes and title bars it can get confusing

The core of the Oases system seems stable, providing a solid working environment but the fly in the Oases ointment is obviously software, or rather the lack of it When I first looked at Oases years ago it included a few simple applications a basic paint program a word processor and a few file conversion utilities Years later they re still there but worst of all none of them come close to holding a candle to current Atari equivalents

Multimedia Mayhem

The one major addition to the Oases stable is called Interactive Author Basically it s intended to be a multimedia development system and can create Interactive Textbooks for educational or home use Each book can contain text, sound video footage (thankfully a program to create your own using the Vidi digitisers is supplied) and hyperlinks to other elements Although Interactive Author is fun to play around with it doesn t break any new ground and you could create more stylish true cross-platform documents on a basic ST using HTML and a copy of CAB



Interactive Author is used to create multimedia documents It's easy to use but lacks power features

Oases is a brave attempt at solving the thorny question of cross platform compatibility Unfortunately the slow development it seems no more advanced than the old OMEn ever was coupled with the dire software available is likely to kill any hope it ever had of succeeding Oases has not significantly penetrated the PC and Mac markets which leaves it an interesting curiosity rather than a serious alternative to any of the established operating systems ○

OASES

Publisher
Esquimalt Digital Logic Canada

UK distributor
Floppyshop
Tel 01224 312756
Cost £22

Requirements
1Mb memory minimum

Pros
Solid pre-emptive multitasking

Cons
No software no prospects

40%

Hot News
from Titan Designs

Geneva+NeoDesk4 Now only £79.95!

Geneva + NeoDesk 4*
Bundled suite - saves nearly £40!
ST Format - 91%
"Once you've tried this combination you won't want to be without it"

Gribnif Software

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Suitable for any of the Atari 680x0 range of computers - ST TT or Falcon Demo disks available * at least 1MB required

Geneva* - £59.95

The best multitasking operating system for the Atari ST/TT/Falcon series Solid reliable and affordable

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Original and genuine Desktop replacement! Hundreds of features including Clipboard Split Windows Group Windows, File Filter

STalker 3 - £39.95

Fully featured telecom package With a modem STalker lets you connect to any of the electronic services available world wide Excellent for use with STeno

STeno - £24.95

Superb text editor which can be used as a Desk ACCessory ideal when using other programs Full editing facilities and works great with STalker

Arabesque Pro* - £39.95

Bitmap and Vector based program to create import edit and save graphics in standard Bitmap and Vector formats

Convector Pro* - £79.95

The ultimate auto tracing software for the Atari Takes bitmap images and converts them automatically to vector images

ST Format - 91%
"Someday all software will be this easy to use"

Demo Disks available on all Gribnif Software products

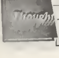
Thought! Ideas Processor
The ultimate development tool for your Atari

Thought! provides a graphical means to structure complex ideas using easily identifiable Symbols Any Symbol can be linked to any other program within the Structure, which can then be loaded along with an associated file After editing the file, quit the application and you are returned automatically to the *Thought!* shell

Thought! is a deceptively powerful program that has, quite literally, hundreds of uses and applications Special features include drag and drop clipboard, Macro creation and many more innovative features

Thought! is suitable for any Atari computer with 1MB memory and is fully compatible with Geneva

Thought! v2.2 - £79.95
Demo disk available



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See our advert elsewhere in this issue for details on leading-edge, Falcon related products

Commit to memory

Xav explains why he finally took the plunge and added more memory to his Falcon...

The Atari community has always had a love-hate relationship with the PC world On the one hand we have lost thousands of users and some of our best programmers to the glorious colours whizzy processors and large user base of the IBM compatibles On the other hand the growing popularity of the PC has seen the price of peripherals dropping rapidly as vendors continually try to undercut each other in a market which has too many players

For Atari users this has meant cheap modems printers scanners hard drives and CD-ROM players because most of them can also be used on Atari machines With Windows 95 requiring at least 16Mb of memory to run comfortably the price of memory has also been dropping rapidly

The memory on PCs commonly takes the form of Single In line Memory Modules (SIMMs) which provides a simple and modular upgrade path using components which are broadly compatible across most platforms 30 pin SIMMs can often be picked up cheaply as PC owners switch to 16Mb SIMMs and they are perfect for use in both STE and STFM machines using suitable upgrade boards

Although the ST series cannot currently break through the 4Mb memory barrier the Falcon can access up to 14 3Mb directly Using one of the new breed of Falcon accelerator boards it s possible to move beyond this limit but being of modest means I opted for the the cheapest option Atari typically decided not to use SIMM memory instead opting for their own proprietary designed board Naturally this problem was promptly circumvented with various third party manufacturers producing adapter boards to convert the non-standard Atari connector to accept standard SIMMs in various configurations

Due to the Falcon s hardware design a Falcon can only be fitted with 1Mb 4Mb or 14 3Mb of memory as standard Frankly a 1Mb Falcon is a waste of time and anyone obtaining such a machine should upgrade their memory at the earliest opportunity A 4Mb machine can run most software comfortably under a single-TOS environment unless you want to run heavyweight applications such as direct to disk recording systems or graphics programs to edit large colour images However if you find yourself running in less less colours fonts or accessories than you would really like it s time to start saving for an upgrade

So is there any point upgrading to 14Mb? For many users the straight answer will be no but if you re running a multitasking operating system such as MultiTOS MagiC or Geneva you ll find extra memory will allow you to work far more productively If you are in this category and thinking of upgrading it s well worth following the price of memory as it fluctuates wildly from month to month and time your purchase accordingly A SIMM motherboard costs about £40 so it should be possible to upgrade to 14Mb for around £130 in practice the PC world is awash with slightly different memory variations each with its own peculiar foibles so unless you know exactly what you re buying I d recommend you buy the board and SIMM together from an Atari supplier but shop around I purchased mine from Titan Designs at just under £150 but one company quoted me £293!

The upgrade as supplied had the SIMM already fitted and simply required the removal of the old memory board and its replacement with the new one The job is simplicity itself which is good, because no instructions were supplied consisting of nothing more than the removal of a few screws from the casing and shielding and the subsequent swapping of the boards Testing the installation is just as easy simply turn the machine on and let it perform its built-in memory test!

There are a handful of applications which don t like 14Mb Falcons but for the most part the problems will go away as the applications are upgraded MultiTOS seems even more sluggish than usual although I suspect this might have something to do with the number of applications I can now have running simultaneously! Overall the pros far outweigh the cons and I have set my machine up with a user interface the envy of some of my Windows 95 owning friends I m able to run at a high resolution using ScreenBlaster with NVDI supplied scaleable fonts and long filenames accessed through the Thing desktop and Freedom file selector

All this may sound like a typical set up but when you run these applications simultaneously you ll reap the benefits For example I can now Drag&Drop files between the desktop file selector and running applications to a degree I have yet to see implemented on ANY other platform and as more applications fully support the Drag&Drop protocol I expect to be able to pick up selections of text or images and simply drop them into the window of another application Running MultiTOS to work on my Web pages I can now simultaneously run CAB, a text editor and a graphics program no matter how large the page I am editing In fact try as I might I have been unable to practically use more than half my memory without contriving situations involving dozens of high colour images

Needless to say I am extremely pleased with the upgrade and so long as the prices of SIMMs hasn t gone through the roof since I wrote this I recommend upgrading to anyone running out of memory or running a multitasking operating system ◎

MEMORY UPGRADE

Manufacturer
Titan Designs Ltd
Tel 0121 693 6669
RRP £129 95 including VAT and carriage

Requirements
Atari or C-Lab Falcon

Pros
Let s you use more fonts or accessories - Ideal for multitasking

Cons
Some compatability issues

85%

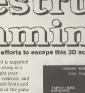
Destruction imminent?

Martin Milner's efforts to escape this 3D action game seem doomed...

After being captured and held in an underground base you ve assaulted a guard and escaped with a gun Your plan is to get to the centre of the complex, destroy it and save humanity In case you re left in any doubt this is another Doom clone

Destruction Imminent is supplied on a single floppy disk along in a clear A5 wallet with eight page booklet explaining the controls and game scenario along with hints and tips to get the most out of the game a nice touch Both joystick and cursor key controls are supported although some actions can only be performed via the keyboard

The game has to be auto-booted from floppy and cannot be run from the desktop After displaying its title screen the dance/techno style intro music is loaded and played - a promising start If you wait long enough other screens describing the scenario and profiles of the various components of the game along with their attributes are displayed, press fire to start the game



▲These ceiling mounted gun Turrets are tricky to see until you re on top of them approach from an angle to take them out

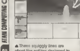
Each level has a password which if entered correctly avoids starting back on level one In play the controls are precise and responsive. The 3D rendering is detailed smooth and convincing even on a standard ST Objects including weapons keys and medikits, are collected by simply walking over them and selected for use by pressing the appropriate key

Like Substation the colours are moody and subdued but with only 16 colours to play with that s no surprise Unlike Substation the creatures become more detailed as they approach - watch out for giant beetles rock monsters robots, mutants giant bats and ghost-like entities

Attacking creatures are not 'in your face' enough to be scary and the weapon sticks halfway up the screen so it looks like you re always aiming too high although I did get used to it eventually Sometimes the weapons seemed to start firing all on their own (I was only cleaning it - honest guv) and with no background music the samples sound a bit timid There are some nice touches my favourite is watching the weapon pause to reload with ammo from time to time

Definitely a game in the just one more try category I got to level five in under an hour before a bunch of mutants persuaded me to get on with this review instead

Destruction Imminent in contrast to Substation runs on a standard ST I d like to see the radar and mapping screens active most of the time some beefed up samples more aggressive creatures and scarier graphics but as it stands it s one Doom clone you can let your kids loose on without fear of giving them nightmares!⭘



▲These squiggly lines are ghost-like entities designed to spook you in later levels

▼The bats have nicely animated wings The radar adds to the gameplay when active

DESTRUCTION IMMINENT

Publisher
Micromagic Software

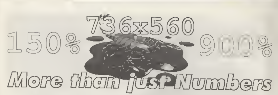
Distribution
Goodman International
Tel 01782 335650
£9 99

Requirements
Any ST 1Mb memory minimum
Falcon via Backwards (set low resolution unpatched STe)

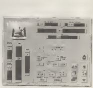
Pros
Good gameplay responsive controls raunchy music

Cons
lacklustre creature graphics, no background music not scary enough

73%



A new dawn for the Atari Falcon



With Nemesis and Videlity your Falcon takes on an added dimension **150% extra speed** and super-high ***736x560 true-colour*** resolutions are the new standard

For true power performance, adding Afterburner040 to Nemesis provides ***in excess of*** an unbelievable **900%** ***speed increase*** over a standard Falcon

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nemesis

SYSTEM ACCELERATOR

The stunning new Black Scorpion development which offers true 24MHz performance meaning the ***ENTIRE SYSTEM*** is running 150% faster Coupled with 48MHz DSP and FPU speeds, Nemesis just can t be beaten!

Apart from pure acceleration, Nemesis can cure many of the problems that are found on even standard Falcons If you've ever had noisy audio and/or unreliable SCSI, then Nemesis provides the answer crackle-free 50KHz audio playback and 100% glitch-free DMA

Adding Afterburner to a Nemesised system just places the Falcon into Warp drive a performance increase in excess of 9x of a standard Falcon

Nemesis also gives incredibly high software and hardware compatibility with the further advantage from the 24MHz bus that can enable 640x480 16 bit true-colour Desktops

• • • • • • • • • •

Nemesis @ 24/48MHz 16-bit true colour, non-interlaced resolution on 14" VGA monitor quoted

Videlity Video	BUS (MHz)	CPU (MHz)	Refresh (Hz)
640x480	24	24	60.10
736x560	24	24	50.14
1024x768 2/16/256	24	24	49 11

PRICES:

Nemesis (APEX users only)	*£49 95*
Nemesis (non-APEX users)	*£59 95*
Afterburner040	*£499 00*
Fitting charge (Nemesis)	*£40 00*
Fitting charge (Afterburner)	*£40 00*
RGB Mod & Switch	*add £5 00*
Videlity	*£14 95*

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Birmingham B29 4AX
Tel· +44 (0)121-693 6669
Fax +44 (0)121-414 1630

e-mail 100345 2350@compuserve com

Web http./ourworld compuserve com/homepages/TITANWEB/

VIDELITY

SCREEN EXPANDER

Although superb to use with a standard Falcon, Videlity can be considered as a "must have" option for Nemesis

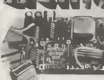
Videlity is a perfect complement for Nemesis and can be used to configure the highest resolutions possible for the Falcon Videlity also includes built-in external hardware support

Used with Nemesis extends the video performance to a massive 736x560 true-colour or 1024x768 (2 16 or 256-colour) resolutions on ***standard*** 14" VGA monitors

Videlity Feature List

- **4 3 aspect ratio enable**
- **Load/Save configurations**
- **Monitor Protect support**
- **Full support for Nemesis**
- **Other accelerator support**
- **Frequency Lock enable**
- **External video hardware support**
- **RGB & VGA support**

Simon Coward meets his nemesis



In 1993 the Falcon looked fast in 1997 the Falcon is showing its age The latest software demands higher overheads If you ve tried working with Papyrus or CAB in 256 colour mode you ll know what I mean, the Falcon needs a Turbocharger but the need for speed usually means expensive!

Last April David Encill of Titan Designs distributor of the Black Scorpion Software (BSS) products showed me the early designs for Nemesis an accelerator which boosts the central processing unit (CPU) accelerates the DSP FPU (if fitted) and increases the bus speed at the same time! This results in an overall increase in performance and enables usable TrueColor at 640x480 resolution BSS built the board to complement its Apex software range the spin off is an accelerator every Falcon owner can afford

After the hype came the hard work the plans for the board looked tiny and my first thought was Is that it? followed by How much? I was shocked when David mentioned a price tag of under $50 The release has taken longer than planned because the team kept finding ways to squeeze more speed out of the board and fix a variety of minor Falcon hardware bugs at the same time

Fitting Nemesis

Nemesis is available for DIY installation but I took my Falcon to Titan Designs and watched Dave Murphy install the board Dave has fitted a number of boards already and is getting faster all the time but it quickly became clear you have to follow the manual to the letter!

After watching the installation I believe I could have done it I'm competent with a soldering iron but no electronics engineer

Some of the tracks which require cutting are less than 1mm thick and then they have to be soldered to I d recommend practising on old circuit board before trying the real thing and follow the constant testing procedure described in the manual Dave constantly tested the machine throughout the procedure which is likely to take around five undisturbed hours of concentration If you re not confident about your ability use the fitting service offered by Titan or The Upgrade Shop

The manual

Judging from the draft manual it is much more than a set of instructions with loads of helpful hints and tips Titan have learnt through experience along with photos and diagrams which take you through the installation step by step

Full steam ahead

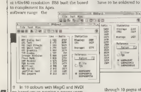
Once installed Nemesis uses three patch programs which run from the Auto folder These enable Nemesis to run and select between the two clock speeds provided

As soon as the Falcon was back together I couldn t wait to test it and as you can see from the results (see boxout) I was not disappointed

We ran Bad Mood the Falcon Doom clone which I've played on a Pentium but with Nemesis accelerating the DSP, CPU and the Bus running in TrueColor I know which machine I d rather play on I look forward to this project being completed

Extended video

Because Nemesis accelerates the entire system not just the CPU it s possible to extend the video modes Using my SVGA monitor TrueColor running at 640x480 resolution is rock steady and fast enough for me to write this article in Papyrus Could this be a turning point for Falcon software? I've just loaded a TrueColor image into Papyrus which means TrueColor DTP work on a Falcon even without a graphics card is possible today - to say I am impressed would be an understatement I can t wait to get my hands on the forthcoming Titan/BSS Videlity software to squeeze even more pixels out of my monitor!



⇧ In 16 colours with MagiC and NVDI on-board you re running a power users system!

→ The bare system results at 48MHz are impressive

The following real-life tests were performed (the caches were flushed before each test)

- HiSoft Basic Compile a 117Kb program to RAM
- Kspread spreadsheet Load and calculate a 443Kb spreadsheet then re-calculate
- Trueimage art package Load and display a 796Kb IFF image
- Rotator Display a 40 level ROT file
- Papyrus document processor Scroll through 10 pages of text
- CAB Web browser Load and display the APEX Alpha page from AtariPhile 4
- APEX JPEG viewer Load and display a 145Kb image

Four different system configurations were tested.

1 bare system
2 MagiC 4/NVDI 3
3 bare/Nemesis
4 MagiC/NVDI/Nemesis

PERFORMANCE TESTS

16 colours	1	2	3	4
Compile Hbasic	75.94	75 2	45 03	46.3
Spreadsheet load/calc	1 13	1 15	54	33
Spreadsheet calculate	33	33	21	20
Trueimage load/display	1.36	1.33	1 05	1 05
Rotator test ROT	—	22	—	14
Papyrus scroll 10 pages	—	1 06	—	39
CAB display APEX page	15	15	10	9
256 colours	1	2	3	4
Compile Hbasic	93 38	92.23	52.12	52.44
Spreadsheet load/calc	1-41	1 35	1 01	56
Spreadsheet calculate	41	43	23	24
Trueimage load/display	1 43	1.37	1-06	1-06
Rotator test ROT	—	29	—	17
Papyrus scroll 10 pages	—	2 09	—	1 04
CAB display APEX page	27	27	16	16
TrueColor 40 column/double on	1	2	3	4
Trueimage load/display	1.37	—	1 02	—
JPEG viewer load display	15	—	10	—
640x480 TrueColor	1	2	3	4
Compile Hbasic	—	—	—	79 21
Spreadsheet load/calc	—	—	—	1 20
Spreadsheet calculate	—	—	—	36
Trueimage load/display	—	—	—	—
Rotator test ROT	—	—	—	26
Papyrus scroll 10 pages	—	—	—	3 20
CAB display APEX page	—	—	—	—

© The tools for job soldering iron (low wattage small tip) solder sucker side cutters small nosed pliers scalpel/craft knife wire cutters/strippers circuit continuity tester cross head screwdriver small socket to remove nuts on the various ports soft brush and a clean clean workspace

Compatibility

It s all very well going faster at higher resolutions and colour depths than ever before but what about compatibility?

Titan BBS have spent a lot of time checking Nemesis compatibility with a wide range of software and all of my software is happy with the 48MHz clock I ve never had to revert to the lower speed The only niggle I have encountered is a momentary screen flicker as my modem dials out but the system remains perfectly usable anyway so it s only a tiny glitch

Part of the installation modified my buffer and I get the distinct impression my system is the more stable than it s ever been The attention BSS have devoted to fixing the Falcon hardware seems to have paid off handsomely

Nemesis at work

While Gembench figures are a useful indicator my Falcon doesn t sit around running performance tests all day long so what difference does it make in daily use?

As you can see from the real-life tests Nemesis accelerates across the board In my experience disk intensive tasks didn t benefit as much as processor intensive tasks but in theory at least (because the DMA is accelerated to 24MHz) there should be a similar performance increase unless you re using ICD driver software which is not compatible with Nemesis

Heavyweight applications such as Papyrus are much nicer to use especially when loading large images in fact anything that uses NVDI specific calls gets an incredible boost check out the Rotstor figures! Web surfing in TrueColor on a real Atari is now a reality using CAB move over NetScape

Finally for all the APEX enthusiasts this is the product you ve been waiting for used together with the forthcoming APEX Alpha, programmed to take full advantage of Nemesis you will not be disappointed

Nemesis is one of the best Falcon products ever to be released even including the fitting charge you ll get change from £100

Nemesis has totally transformed my machine I switched it off during testing and now that s over I never intend to switch it off again!

Fitting Nemesis

Before making any changes Dave tested my Falcon using the Black Scorpions own NemBench test to check my Falcon was up to specification The machine was then completely stripped down to the motherboard and gently cleaned with a soft brush to remove the huge amounts of dust and debris that had found its way into the machine

The memory board was removed followed by the fan and its casing Nemesis sits in the space previously occupied by the fan which is moved above the power supply unit (PSU) providing much better cooling which is very important because an accelerated machine generates more heat The fan housing was hard to remove because it s soldered into position but some determined solder sucking eventually did the trick. Next three surface mounted resistors were removed and after making sure no debris remained in the machine it was time for the buffer modification.

The buffer modification is fitted below where the keyboard would sit roughly under the G key The board is backed with card to insulate it and taped to the mother board using double sided tape and soldered to various points on the board. An eye was kept on the wire offcuts to make sure they didn t fall onto the mother board and then the machine was tested This involves switching the machine on to checking the Atari logo appeared If it doesn t the manual details what might have gone wrong and what to do next The next step fixes the Direct Memory Access (DMA) Considerable skill is needed to cut one of the very fine tracks and after cleaning away the resin solder one wire to the track, which is first attached to a capacitor then soldered to one leg of a chip taking great care not to cook the chip by overheating it Once again the machine is tested

The buffer modification is a worthwhile because it cleans up various signals resulting in increased stability in most machines mine included After further testing it s time to fit the Nemesis board Dave carefully made a bracket out of a paper clip(!) and soldered this to the Nemesis board then to the old fan mounting points I was amazed how strong the bracket was (owners who have already re-cased their Falcons can skip this step) Once fitted a small earth wire is attached and an inductor is removed to isolate the old clock. After cutting some legs on a couple of chips and soldering various wires to them another test took place and if the results are satisfactory modifications are made to the DSP which involves cutting another fine track and soldering wires to the remains Dave commented it is vital when cutting the tracks to make sure they really are cut which is where the circuit tester comes in handy Once the wires were soldered in place it was time for yet another test

Next the FPU was clocked Although this is optional Dave fitted a FPU for test purposes I was amazed at the difference an FPU makes to the overall performance with some applications and intend to fit one when finances allow Once all the wires have been attached to their various points and some capacitors have been disconnected the wires are taped firmly into place the cable routes are very important to prevent interference

At the new fan location a 38mm hole was cut in the top metal casing with a drill (exchange service for DIYers available for an additional $10) the sharp edges removed and the fan bolted into place extending the fan leads to connect it to the PSU before reassembling the whole machine

The tiny buffer board

Technical Specification

A standard Nemesis board produces a 24MHz Bus and CPU with a 48MHz DSP and FPU (if fitted) By accelerating the entire system proportionally it remains stable which makes it possible to obtain the extended resolutions I asked David Encill why Titan had not utilised the expansion port and he explained that it didn t offer any benefits for Nemesis and kept it free for other expansion cards such as the Exposé video digitizer and the Afterburner 68040 accelerator either of which can co-exist happily alongside Nemesis to turn your Falcon into one mean machine.©

Nemesis board fitted in position

NEMESIS

Developer
Black Scorpion Software (BSS)

Distributor
Titan Designs
Tel +44 (0)121 693 6669

Cost. £59 95 or £49 95 to APEX users. Fitting by Titan/TUS· £40 plus £10 return carriage

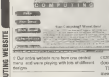
✓ **Pros**
Value for money fixes other hardware faults fitting service available

✗ **Cons**
DIY fitting not for the faint hearted!

90%

WWWe have lift off!

We've finally made it onto the World Wide Web! Our new Online Editor Frank Charlton is here to tell you what you can expect to see when you fire up your web browser...



⇧ Our entire website runs from one central menu, and we're playing with lots of different designs.

You'd be hard pressed to see a paper magazine for any computer platform these days that doesn't also have an online presence, thanks to the World Wide Web. Here at Atari Computing, we're no exception either. We've been beavering away for quite a while now to bring you the best Website we possibly can, and now we can let you behind the scenes to see what's happening.

Where's it been?

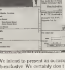
Yes, we have to own up here. We originally talked about the Atari Computing website last year, when plans for the magazine itself were still in their infancy. So why have you had to wait until now to see something up and running? The main reason is time – the A|C|G team have all been hard at work producing the fine magazine you see before you now, and there simply isn't enough hours in the day to come up with a website as well! I've been lost in the wilderness that is PC and Mac work, so I haven't had time either. Finally, we've managed to wring the juice out of what little free time we have left, to establish an Atari Computing presence on the World Wide Web.

What can we expect?

One thing you won't see is the entire magazine on the web - we're not about to take the entire mag and slap it on a webserver. It wouldn't be practical or cost-effective, and we probably wouldn't sell any of the real thing! What we will be doing is producing an online companion to the magazine. We'll be taking the best from each issue, and providing you with sneak peeks and teasers of what you can expect to see in the printed version. If you're outside of the UK, that means you can drop in to see what's coming in the current issue before it lands on your doormat.

The full-colour nature of the web means we can also let you see some of the screenshots in the magazine as they were originally taken - if we review a new graphics package for example, you can get online and see just how it really looks on-screen. We'll also be able to provide direct links to the sites provided by many Atari companies, so you can jump directly to their web pages and read more about their products.

⇩ The forthcoming CAB v2 and WebSpace supports frames, so we may add them to our site later on.



We intend to present an occasional web-exclusive. We certainly don't want to detract from the magazine itself – the website is a companion, remember – but we may just sneak the odd article in there which hasn't seen the light of day. Please don't feel left out if you're not online, though – the choice cuts will always appear in the magazine first.

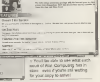
What do I need?

Simply, an internet connection and a web browser – the STiK/CAB combination is ideal. In common with other user groups, we might be persuaded to produce an offline version of the pages, ready to read straight from disk. Let us know if you're interested, and we'll see.

Where is it?

Point your browser at this URL:
http://www.tachyon-demon.co.uk/ac/index.html
Make sure you add the address to your hotlist/bookmarks, so you can drop in regularly. There will be a major update with every new issue of Atari Computing to reflect the current magazine, and we'll also sneak in extras whenever we can – even between issues.

Is that it?



⇩ You'll be able to see what each issue of Atari Computing has in store – even if you're still waiting for your copy to arrive!

Not at all – like any web publication we'll be relying on your feedback. Tell us what you want to see on the website, and what you don't want to see. Don't be afraid to complain if you think something doesn't look right, or if you want to see more of a particular thing. We'll read every piece of feedback we get and strive to give you the best online addition to Atari Computing we possibly can. You can write to us via the office, or for a faster response (to website related enquiries only) drop an email to **webmaster@tachyon.co.uk**

Whichever method you choose, please do let us know what you think. ⭘

System Solutions

Communications

Comms Software	
CoNnect v2 46	£29 95
Modems (Fax compatible)	
14 4K baud XLink	£79 88
33 6K baud XLink	£139 88
Straight Fax v2 50	£59 95

CD-ROM Systems

4X Speed Falcon System	
NEC Drive SCSI I Cable	£189 00
12X Speed Falcon System	
Pioneer Drive SCSI II Cable	£299 00

above systems include ExtenDOS Pro & 4 candle free Mega Archive Volume 3 CD

CD ROM Disks (to clear)	
Whiteline Delta	£15 00
Whiteline Transmission	£15 00
Skyline Deluxe	£15 00

and more. Too many to list here
Ask for our CD ROM database.

Falcon Add-ons

Falcon Memory Board 0Mb	£49 95
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BlowUP 030 Software	£9 95
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FA8 analog outputs	£349 00
MO4 4 Extra MIDI outputs	£149 00
CD Writers for Falcon from	£399 00
Digital Patchbay 2/4 for SPDIF	£295 00

Hades 040/060

The fastest Atari on earth. The ST Magazine in France now uses the Hades to layout their mag. Here are some benchmarks

Render a 3D scene with Raystart 3
ST 230 mins Falcon 72 mins
TT 40 mins Medusa 740 10 mins
Hades 060 – 5 mins

Load a vector object with Calamus SL
ST 59 secs Falcon 28 secs
TT 20 secs Medusa 740 4 secs
Hades 060 – 3 secs

Load a vector object in Calamus SL PC.
P 133 29 secs Hades 0A8 13 secs

Calculate a POV-Raytracer scene
TT 24 hours Hades 060 - 16 mins

Rotate an image with StudioPhoto
Falcon 9 mins TT 4 mins
Hades 0A8 10 secs

Hades 040/4Mb/1Gb IDE + ET4000 PCI graphics card	£1995 inc
Hades 0A8/4Mb/1Gb IDE + ET4000 PCI graphics card	£2395 inc

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NVDI 4

Features enhanced Speedo font support with the ability to use True Type fonts. Up to 9 times faster than Speedo GDOS v4. Works with all TOS versions on all Atari computers. Comes with 8 Speedo fonts. A Hard Drive is required. Includes new Colour printer drivers for inkjet printers

NVDI 2.51 (accelerator only)	£29 95
NVDI 4 11	£59 95
100 Font Pack 1 or 2	£39 95
500 Font Pack CD	£49 95

ST Mono Monitors

The SM14 High Resolution mono monitor replaces the Atari SM124/5. The 14" FST display has a crisp sharp image. A Tilt & Swivel stand is included and it is a plug in and go unit with no adaptors required!

"Essential Buy 90%"
ST Review May 93

SM14	(without audio)	£129 95
SM14s	(with audio)	£149 95

See Cubase Spec. al offer for bundle discount!

MiniS II & EZ Flyer Hard Drive Systems

The MiniS II Hard Drive Systems can have drive capacities up to 4.3Gb. This full SCSI system is hardware compatible with all Atari computers. Mac's & PC's. They are unrivalled in size, noise, speed and style, and come with a thru port for expansion. The On/Off switch is now located at the front.

The SyQuest EZ230 Flyer drive is the successor to the highly popular EZ 135 drive. Perfect as a first hard drive or as a backup system to larger drives. SyQuest have made this drive even smaller measuring a tiny 5.5 x 7.5"x1.5"

[illegible]

	TT/Falcon	ST [illegible]
SyQuest EZ 230Mb	£279	£349
EZ 230 Cartridge	£24 95	
EZ 230 Cart (3 Pack)	£65 00	
EZ 230 Cart (5 Pack)	£99 00	
105Mb MiniS II	£109	£159
520Mb MiniS II	£199	£249
SyJet 1Gb inc Cart	£479	
2Gb 020 MiniS II	£499	

[illegible]

C-Lab Falcon 030 Systems

The C Lab Falcon is still the reliable choice for 8 16 track digital recording with powerful programs such as Cubase Audio, AudioTracker and AudioMaster using it to its full potential. You can combine MIDI Direct-to Disk recording, Mixing, Equalising and writing gold master CD's in your own studio. Only the Falcon can deliver such incredible value for money. We supply systems for Music, Desktop Publishing, Image Manipulation, Animation, Desktop Video, Fax & Modem use and more. 19" Rack mounted Falcon systems are now available. Please phone us for your personal quotation of a tailor made Falcon 030 System

C LAB MK I 14Mb memory	£895 00
Fitted in 19" Rack from	£199 00
C LAB MK X 4Mb	£899 00
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MK X upgrades for C LAB Mk 1/2 and Atari Falcon 030 now available from £299 expertly fitted

ZERO X - Digital Sound Processing

ZERO X is exciting news for anyone using a sampler, sample player or hard disk recording system. It uses advanced techniques to analyse and alter your samples in a huge number of ways, all with the minimum of human intervention.

ZERO X will automatically create smooth loops with gate and XFade transformations for samples that normally wouldn't loop. With the click of a button it will rip out a drum track from a sample and create a MIDI file enabling you to time stretch almost any drum track to fit your needs. It will let you edit, convert and upload samples to a wide range of samplers. ZERO X runs on any Atari from an ST to a Falcon. It's the software you need for all your sampling requirements. Try it before you buy, ask for the Demo Disk

ZERO X Software	£169 00

MagiC PC and NVDI 4 PC

Do you have a PC? Are you thinking of being forced to buy one? If so take a look at the new MagiC PC. This amazing software will allow most Atari ST software to run on any PC with at least 8Mb of RAM and Windows 95/NT although a Pentium processor is recommended for speed. We use Papyrus, Twist, DA's Layout TC and DA's Picture all on a Pentium 100. MagiC PC will take advantage of your PC's real RAM, virtual RAM, hard drives, CD ROM and printer. Even special mice and digitising tablets can be used.

NVDI 4 PC will enhance MagiC PC to give much faster screen redraws and the unique ability to create any screen resolution for MagiC PC from 256 to a stunning 16 million colours, switchable at any time. Make full use of Windows truetype fonts for your SpeedoGDOS compatible programs. Note: Cubase and Notator will not run under MagiC PC. Please call for a demo disk

MagiC PC including EASE 5	£149 00
NVDI 4 PC	£69 95
MagiC PC EASE 5 + NVDI 4 PC	£195 00

Repairs and Upgrades

All repairs are carried out by qualified personnel. If you would like a quote please ask for an estimate. Need it back in a hurry? Then ask for our professional next day service. Call us to discuss your upgrade requirements. We fit all quality upgrade products available. We can collect and deliver by courier

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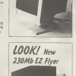

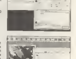

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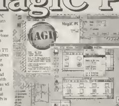
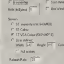
ATARI WORKSHOP

MagiC PC

As a regular user of both the Atari and Mac versions of Magic Joe Connor can't decide where to cast his spells...



MagiC PC can turn any Intel machine into an Atari clone which for less than $150 performs a TT! MagiC PC requires Windows 95 or Windows NT to access system peripherals and can be used with or without Ease v5 (included) and with or without NVDI PC which is available separately (or bundled with MagiC PC). The mid range Pentium used for the review turned in Gembench results around twice as fast as a TT equipped with FastRAM and FPU in TT medium resolution (640x480x16 colours) without NVDI PC – which means we're talking about a seriously useful emulator capable of running most serious applications. MagiC PC, like Gemulator, currently supports resolutions from mono up to 16 colours (4-bit).



System Settings

Hardware

☐ Soundchip

RAM (MBytes): 8

General

☐ Start immediately

☐ Use Windows clipboard

Screen

○ ST monochrome (640x400)

○ ST-Colour

● TT VGA-Colour (640*480*16)

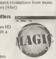
○ User defined:

Width: 640 Height: 480 Colours: 16

☐ Full screen

Refresh-Rate: 25

Windows matters



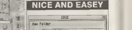
MagiC PC is supplied on two HD disks along with a couple of (outdated) A5 spiral bound manuals. Installation takes advantage of the Windows 95 setup wizard. Feed in the master disk, enter your personal details, select a destination, then select which MagiC PC components to install (MagiC PC, Ease v5 and documentation). There's a useful uninstall option should you need to disentangle MagiC PC from your Windows folder at a later date.

Which ST?

Deciding which options to emulate is a trade off between speed and usefulness. The manual suggests allocating half the system memory to MagiC PC so any machine with 24Mb or more memory can specify the maximum 14Mb of memory (13Mb under TOS).

The Yamaha sound chip emulation requires a Soundblaster compatible sound card. If one isn't available or sound isn't needed clear the checkbox to divert precious processor cycles towards better performance. The 'Refresh rate' sets the number of times per second the MagiC PC window is redrawn. The higher the value the smoother screen redraws appear – but at the expense of overall performance.

NICE AND EASEY



EASE

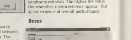
New Folder

Name: Ease v5 64 characters + spaces!

The review copy included Ease v5 and we'll take a more detailed look at Ease v5 next issue. No doubt Ease enthusiasts will be pleased to hear Ease v5 offers long filename support up to 64 characters including spaces. It is pretty much an essential for Ease to achieve compatibility with the Windows 95 file system because MagiC PC can access files on windows partitions directly.

Ease has also junked its own iconify routines in favour of standard iconification and this is another welcome step in the right direction. Like MagXDesk, Ease can now also launch desktop accessories from the desktop and they appear under the Desk menu. Unfortunately the dialogs are still modal which really does limit its usefulness as a multitasking Desktop.

Drives



Here's where devices can be assigned real windows destinations or 'Drive containers' which, like Gemulator's 'Virtual drives', are one large file. These can be created any size up to 32Mb. MagiC Drive containers, unlike Gemulator 'Virtual drives', do not grow dynamically as their contents increase but reserve the total size even when empty so think carefully if hard disk space is at a premium.

Floppy drives can also be assigned Drive containers and using the options provided in the 'Assign Drives' dialog autobooting floppy disk images can be created. To boot TOS instead of MagiC Drive containers must be used and Windows partitions and floppies cannot be accessed directly. To get around this

THE MAGIC PC TOS EXTRACTOR

MagiC PC installs the MagiC OS by default but this painful sounding Freeware utility can extract the ROM (TOS GEM system code) from any ST for use with MagiC PC (or Gemulator). So long as you own the ST and don't use it while you're running the ROM you'll remain on the right side of the law.

A criticism often levelled at MagiC is that it only supports cleanly programmed GEM applications – this typically rules out games. Running MagiC PC with a ROM image means some software MagiC doesn't get along with can be persuaded to run. You can even create floppy disk images and run autobooting games!

⇧ Buggy Boy on a Pentium – the sound is clunky but it works!

limitation there s a special O drive which allows access to real partitions and floppies neat

Currently there s no convenient way to set up the drives to allow boot time selection between TOS or MagiC It can be achieved easily enough by installing MagiC PC twice and selecting between them but one solution which springs to mind is to add the ability to select between different Drive Sets in much the same way boot managers work.

Atari MagiC

Once the Desktop appears the only operational differences compared to other MagiC versions are the special key combinations used to switch between Windows and MagiC the alternative Help/Undo keys and keys to access the Program Manager Special characters are supported using the [Alternate] + ASCII code entered on the number pad method

Compatibility

MagiC PC is remarkably compatible. Any software which runs under MagiC on a real Atari machine with the following exceptions should work fine

- Most games (try booting in TOS)
- Software which requires a maths coprocessor (FPU)
- Software which requires the Falcon DSP
- Software which requires a dongle
- Software which accesses the MIDI or cartridge ports

The ability to boot TOS is an important edge over MagiC Mac (v1 2 5)

Auto folder

MagiC handles the execution of Auto folder programs differently to TOS which executes programs in the order they are copied into the Auto folder Under MagiC PC the Auto folder includes a batch file called AUTOEXEC.BAT containing a list of programs in running order a simple and practical solution This file can be edited as desired using any suitable ASCII text editor (Everest/Edith)

Comms

Comms works well, with support for all four COM ports and speeds between 2400 and 230400 bps although you ll need a fast Pentium to get reliable data transfer at higher speeds The mid-range Pentium was set to 38400 and tested as follows

- ConNect Manual login to 42BBS file download and browsing
- Semper LED/IOS Point setup Automated session exchanging packets and file transfers Semper doesn t work properly under MagiC Mac (v1 2 5)
- Cixcomm/Cixread Automated sessions (blinks) and manual online browsing

I did experience a problem with GSZRZ v6 3 which kept aborting transfers and exiting with protocol errors but these went away after a trial and error session tinkering the GSZRZ switches turning off L and S worked for me. The serial port can be de-activated if not required

Floppy foibles

Floppy handling under MagiC PC is a lot better than MagiC Mac (v1 2 5) Data was exchanged happily with a double sided 10 sector 80 track floppy and a single sided 10 sector 81 track also worked despite graunching noises and complaints from Windows Floppies can be converted to disk images and read from hard disk using Drive containers providing a method to launch autobooting or disk keyed software

However if you re thinking of switching to MagiC PC and selling your real Atari machine you could run into difficulties

Most PCs use internal IDE drives with SCSI support an unusual extra This makes it inconvenient to transfer large amounts of data between machines For example, you can t plug a SCSI ZIP or SyQuest in the back and move stuff across At some point you ll need to install software from floppy and several of the install programs I tried refused to cooperate and I was left with no alternative but to clone pre installed setups from my Falcon and recreate them under MagiC PC

Printing

Output from applications which require GDOS such as Kandinsky and CAB requires NVDI PC and is trouble free and fast It might be possible to get output using other GDOS programs but NVDI PC is made for the job and hassle free.

However printing from the desktop or from programs such as Calamus That s Write or Papyrus using bitmap fonts were tested and all worked fine without NVDI PC

MagiC PC won me over I was convinced my 040 equipped Mac was the fastest emulation I d ever see on the Atari platform but the mid spec Pentium PC was around 10% faster! Unless MagiC Mac v2 improves disk handling and offers the ability to boot into TOS I ll probably switch platforms ○

MAGIC PC V1.10

Publisher
Applications Systems Heidelburg (ASH)

UK distribution
System Solutions
Contact + 44 (0)1753 832212
MagiC PC £149, NVDI 4 MagiC PC £69.95, or both for £199, all inclusive of VAT

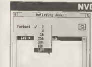
System
486/Pentium IBM compatible running Windows 95 or Windows NT with 16Mb memory minimum

Pros
Seamless uninstall possible, resolutions from ST Low to TrueColor (with NVDI PC) seamless CD-ROM access upgrade your PC and MagiC will run even faster

Cons
Slow maths routines, limited sound support documentation lagging behind

90%

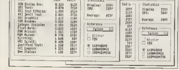
NVDI PC



To break the 16 colour barrier NVDI PC is required This supports all colour depths from mono (1 bit) all the way up to 24-bit (16 7 million colours) and includes off-screen bitmap support

MagiC PC used with NVDI PC can boot into any resolution and colour depth irrespective of the Windows settings. For example with Windows in 256 colour mode MagiC PC can be booted into TrueColor this is achieved by dithering the screen output

Although NVDI PC is an optional extra it dramatically improves redraw speed and gets faster with each new release because the original Motorola code is systematically being stripped out and replaced with native Intel code Add to this the printer driver support including colour printers and NVDI PC starts to look indispensable the choice is yours



○ Left With NVDI PC Right MagiC only In addition to adding support for more than 16 colour resolutions NVDI PC offers increased performance across the board

Persistent vision

Thomas Mains explores the Persistence of Vision Raytracer...

The Persistence Of Vision Raytracer (POV-Ray) is a relatively new software package which transforms any Atari computer into a powerful graphics tool. POV-Ray allows you to create stunning and realistic three-dimensional images Even if you don't possess traditional artistic drawing skills with POV-Ray you will be able to create beautiful Truecolor images with perfect shading and perspective

System requirements

The POV Raytracer runs on all Atari computers, but because of the nature of its output 24-bit Truecolor images it really requires a Falcon or ST/TT equipped with a graphics card POV-Ray's renderings are maths-intensive so fitting a maths-coprocessor (FPU) significantly increases the speed images can be rendered and is recommended

Even if you don't possess traditional artistic drawing skills, with POV-Ray you will be able to create beautiful Truecolor images with perfect shading and perspective.

What is Raytracing?

Raytracing is a way of rendering pictures in three-dimensional space by describing objects which exist in that space and the light sources shining on them. For example when we look out into the night sky and see a crescent moon we see an object (in this case a sphere) which is only partially illuminated by its light source (the sun) If we were to trace the rays of light emanating from the sun we would see some of them strike our object forming the visible crescent and others blocked by another object (the earth) which would form the shadow on the moon The procedure of tracing rays of light to determine which objects are illuminated and which are not forms the basis of raytracing.

Raytracing is not limited simply to light and shadow Colour intensity texture, and reflection also play an important part Let's bring our example down to earth Imagine putting a tennis ball on a table and illuminating it with a desk lamp placed directly overhead Viewing the tennis ball from table level notice the top of the ball appears to be a brighter colour yellow than the ball's base. The gradation in the ball's colour from bright to dark yellow enhances our depth perception and allows us to see the ball as a sphere rather than a flat disk. A raytracer uses the same technique of colour shading to simulate a three-dimensional object on a computer screen

The texture of a tennis ball also determines how we perceive light reflecting from it For instance a tennis ball is relatively dull and fuzzy compared to the smooth sheen of a marble If the tennis ball was replaced with a white marble we would still see a gradation of colour on the marble but because of the smooth and lustrous texture of the marble other effects would become noticeable For example the marble's surface would have a spot reflecting the light source This was unnoticeable on the tennis ball because its texture allowed for the spot's absorption The spot of light on the marble that reflects its light source adds a greater degree of realism to our scene We perceive the texture of objects without touching them using this kind of visual information all the time without realising it!

A raytracer uses texture information to calculate the way light should reflect from objects A selection of textures are pre-defined in the POV-Raytracer, allowing realistic three-dimensional scenes to be easily created Finally we need to consider reflectivity We have explained how rays of light reflected from textured objects influences our perception now we have to consider how direct reflections from other surfaces are added to give objects realism Replacing the marble in our example with a pinball we see the pinball not only as a sphere with shading reflecting a light source but we can also see the reflection of other surfaces upon its face For example we may see a representation of all the other objects in the room wrapped around its shape The pinball acts as a mirror of the space surrounding it Of course, because a pinball is spherical the image is distorted A raytracer

GETTING POV-RAY

The POV-Raytracer is freeware and available from all good PD/Shareware libraries and on-line services Dirk Klemmt in Germany has compiled version 3 0 of the program for Atari computers and is working on a graphical shell interface to make using the program even easier to use. If you have internet access be sure to check out his page at
http://zeus.informatik.uni-frankfurt de/~klemmt

mathematically calculates the amount of distortion of reflected objects appearing on the face of a sphere with a mirror finish and "maps" or wraps the distorted picture onto the sphere to achieve the illusion of three-dimensional realism on a two-dimensional computer screen

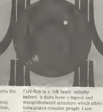
POV FROM THE DEVELOPERS OF POV

The Persistence of Vision Raytracer was developed by a dedicated team of computer programmers and graphic artists who meet on-line regularly to discuss raytracing Versions have been created for almost every computer platform including the IBM-PC and compatibles Apple Macintosh Commodore Amiga, Unix workstations and of course the Atari platform The Atari version produces identical output to all the other computer versions and all versions share the same standard include files The ability to switch platforms and continue working is of major importance to users of minority platforms like ourselves and as a result of this cross platform approach the POV-Ray format has become a standard in the graphics field and a vital application in my arsenal of quality software on the Atari platform.

POV software

The Persistence of Vision Raytracer is a unique program in the graphics field It's actually text based Unlike traditional painting and illustration programs the POV-Raytracer creates images from text input instead of drawing using a mouse or graphics tablet you describe the scene using a simple scene description language POV-Ray uses this information as a screen description file to render the final image

FIGURE



It's only words

On well established theory asserts the two hemispheres in our brains support different types of thinking The right brain supports intuitive, creative and artistic reasoning whereas the left brain is oriented more towards analytical and rational reasoning Since POV-Ray uses mathematics and a computer programming language to render its scenes, it's logical to conclude POV-Ray is a left brain activity indeed it does have a logical and straightforward structure which often intimidates creative people I see POV-Ray as a marriage requiring left brain activity during implementation and right brain activity during the design phase and I believe the results are better as a result POV-Ray's Scene Description Language (SDL) does seem daunting to anyone bought up using a mouse but I assure you the time spent learning a few commands is rewarded many times over when you see the quality of the scenes you can render with this amazing application. Mastering the POV-Ray SDL does take time but within half an hour anyone can render impressive looking images Let's look at an example

FIGURE 1

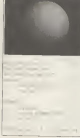


Figure 1 shows a complete POV-Ray file to render a sphere on your computer screen The first three lines tell the raytracer to use some pre-defined colours shapes and textures in this scene Using these include files saves us the trouble of defining these picture elements ourselves The second part of the file specifies where the camera should be located in other words from what perspective shall the scene be viewed Notice the locations of the camera sphere and light source are all given using three numbers These numbers represent the object's location in three-dimensional space on the x y and z axes I bet you're wishing you'd paid attention during your maths lessons now eh? The third part of the file specifies the object to be placed in the scene is a yellow sphere Finally the location of a light source is given to illuminate the object

What's in the package?

POV Raytracer comes complete with step-by-step tutorials comprehensive reference documentation and some pre-defined textures and sample scenes ready to render There are far too many to list here, but to give you a flavour here's a selection of pre-defined textures you'll be able to use

- Classic white marble with red veins Jade
- Grey blue agate pink granite
- Basic blue sky with clouds
- Cherry pine
- Rosewood
- Luminous mirror and glass finishes
- Brass gold bronze copper and silver textures

Figure 2 uses the glass texture on a sphere with a pre-drawn background consisting of the Atari Fuji logo

An array of basic shapes is also included with the POV Ray distribution including spheres cones boxes and a multitude of geometric and original shapes POV-Ray can include bitmap graphics into scenes and bitmap images can be wrapped around boxes cones and any other object in your raytraced picture! The title image is an Atari Fuji logo I created using a paint program then mapped onto a a sphere using the POV-Ray package.

And there's more...

There wasn't room here to include many POV-Ray tools but I can't resist whetting your appetite by mentioning animation Creating raytraced animation s is relatively simple because once you have created a scene It's simply a matter of rendering additional frames to create animation s – you could simply move the camera position or do much more the only limit is your imagination ○

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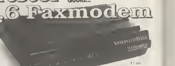
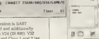


The phrase Plug n play was introduced as a key new feature in Windows 95 but in the case of the new external Faxmodem from US Robotics and my Falcon it certainly fits

I bought my first USR Sportster modem a 14 400 model a couple of years ago and it's still in everyday use by a friend I replaced the 14 400 model with a Sportster V.34 (28 800) which stopped working last September so I took it back to PC World who told me it had been superseded by the USR Sportster Voice 33 6 Faxmodem and very little formality I was soon heading home with a new Sportster modem and five year warranty at no additional cost to me and is one of the reasons I've never regretted paying a small premium for a named brand

At first glance the box is identical to the 28 800 model but on closer inspection a small red flash proclaims 33 600 capability and a small manual addendum describes the new features It's a bit academic at the moment with only a few other 33 600 modems around In fact the only full speed connections I have had are with the CIX Internet service.



Stik Dialer Status

Status Dial Success

String CONNECT 33600/ARQ/V34/LAPM/V

$GET_IP Timer 21

Dialling
Telephone Book
OK
Cancel

The modem is BABT approved and additionally supports V34 (28 800) V32 (14 400) and Class 1 and 2 fax machines up to 14 400 bps

The package includes a 9 pin serial cable TT Mega STe and Falcon owners can plug this straight in along with a 9 to 25 pin adapter for use with ST models standard BT RJ11 phone cable (see boxout) power adapter and PC software for Internet use which went straight in the bin

Finally USR have abandoned the cream coloured Stylophone look of its predecessors in favour of dark grey It feels solid and looks good The modem is roughly 150x100x25 mm and can sit flat or upright using the integrated stand The on/off switch is located at the left side (or top if used upright) where it can be easily reached and a useful volume control leaves the rest of the household unaware of midnight comms sessions

As the model title suggests voice recording and playback is supported but as usual there will be a delay before Atari programmers rise to the challenge and add support for these features

HOT TIP

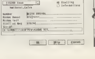
Use the RJ11 cable supplied with the modem I didn t and couldn t log on anywhere until I fitted it – you have been warned!

Installation

Replacing an existing modem couldn't be simpler After plugging the modem in just tweak your comms software to take advantage of the higher throughput 115 200 bps works fine on my Falcon but the serial port on standard ST machines is limited to 19 200 bps although DIY and commercial serial port upgrades are available

If you're setting up a modem for the first time there are a few ground rules worth following

- Use a simple comms package Teddy Term is Freeware and recommended to newcomers CoNnect is comprehensive and available from System Solutions in the UK, other software is available from PD/Shareware and online services
- Install the Shareware utility HS-Modem in your Auto folder Most TOS versions have buggy serial port routines HS-Modem replaces these with faster bug free code
- Start with ATZ as your modem initialisation string and test the modem with a local BBS and take it from there



Dialling

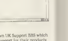
Dialling Editor

115200 Baud

National_Calls

Number 01256 895106

I have successfully connected at 28 800 bps using Cixcomm StiK Sniper Oasis and CoNnect – typically the connect string reports CONNECT 28800 ARQ V34 LAPM V42BIS and so far I haven't experienced a single dropped carrier Until everyone else gets a 33 600 bps modem that's the best I can expect



Support

USR have their own UK Support BBS which offers technical support for their products on +44 (0)1734 692200 or by email at **uksupport@usr com**

Conclusion

Although you'll pay a small premium for this leading edge modem USR are an established company in an ever changing marketplace which means they'll probably be around to honour the five year warranty and other technical support ◆

33.6 MODEM

Manufacturer

US Robotics (USR)
650 Wharfedale Road Winnersh
Wokingham Berkshire RG41 5TP
Tel. +44 (0)1734 228200
Fax: +44 (0)1734 695555
Tech support. +44 (0)1734 441000
USR BBS +44 (0)1734 692200
Email uksupport@usr com

RRP around $180

Requirements

All Ataris

Pros

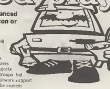
Plug 'n' play if you're lucky semi-future proof established manufacturer

Cons

Only seems to work with the bundled RJ11C cord, ST's require a serial port modification to go faster than 19 200 bps

90%

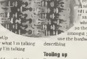
Extended play



Xav begins a new mini-series looking at enhanced joystick ports. If you haven't got an STe, Falcon or Jaguar you may like to turn the page now...

If you ve made it past the Intro under the impression your Mega STe counts sorry this mini-series concerns hardware you haven t got the enhanced joystick port (EJP)

OK now we re alone take a look at the pair of EJPs on the right hand side of your machine just below the keyboard - unless you own a Jaguar in which case they are the joypad ports on the front See them? Little 15 pin affairs you might occasionally plug a joypad into or use to power your Screenblaster or BlowUp Good Now you know what I m talking about I ll explain why I'm talking about them



You might find it odd we think these inconspicuous ports justify a series of articles? Well these ports have never been fully explored and you may be surprised to discover what you can potentially plug into them.

- Joypads
- Analogue joysticks
- Mice
- Digital joysticks
- Rotary controllers
- Light pens/guns
- Temperature sensors
- Lots more!

I can t promise to cover all these in depth but the series is going to revolve around an ongoing series of various experiments and circuit ideas some of which might never be coaxed into working Hopefully the more adventurous amongst you will try some experiments and between us we can get the ball rolling.

What I can promise you is a selection of explanations circuit diagrams and sample code which should provide a foothold from which we can all explore the potential of the EJP whether you re a programmer an electronics enthusiast or a games player Not everyone will find all the projects of interest some will be aimed at Jaguar owners others at computer owners This isn t to say the projects can t be used by both groups but rather the necessary software support isn t present in the current selection of games and applications In an attempt to help remedy this situation however I intend to include sample code wherever possible so the programmers amongst you can actually use the hardware I ll be describing

Tooling up

If you re going to join me over the next few issues and build at least a few of the ideas I ll be covering you ll almost certainly need a selection of common tools To save me repeating this list every issue lets get it out of the way now

- A soldering iron
- Solder (preferably 22SWG)
- Seven stranded hook-up wire
- Wire cutters and strippers
- Needle-nosed pliers
- A sturdy craft knife

Although not essential a multimeter or continuity tester will be very useful for checking your connections A battery and bulb will do the trick but if you can get your hands on a multimeter you ll find life a lot easier Any components unless otherwise stated, will all be available from Maplin electronics whose catalogue is available in larger newsagents Where appropriate I ll list Maplin order codes for any parts in brackets after their description I won t be saying much about boxes and enclosures though, as the exact requirements here will depend on your own circumstances Similarly drills and saws will probably be required to suit

If you want to delve into the more esoteric aspects of the EJP you'll also need a C compiler and a basic understanding of the language If all you want to do is build some hardware to use with other people's programs this won t be necessary

Coming soon...

If this seems like a long list of tools to gather and skills to learn then don t panic - you ve got plenty of time because I'll be casting a detailed eye over the inner workings of the joypad first of all

Finally as I ve mentioned already this series is intended to inspire the more intrepid hardware hackers amongst you to get a hands-on feel for the capabilities of the EJPs Because of this I d like to hear about your successes and failures as well as your opinions on the content and level of the series so if you're online feel free to mail me at xav@compsoc.man.ac.uk ○

HTML intro

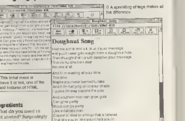
Neil Jones-Rodway introduces a regular new series getting to grips with HTML coding...

CAB is last becoming one of the most talked about packages on the Atari platform Not only is CAB being used in conjunction with STiK and MiNTNet to browse the World Wide Web offline it is becoming a popular publishing medium for disk magazines with both AtariPhile and ST Applications published as HTML documents

HTML stands for HyperText Mark-up Language' and it s a method of describing how pages of text and images should be formatted and linked together that's the Mark-up bit HTML also provides a way of linking pages together – that's the Hypertext bit

HTML was conceived as a standard language capable of being displayed irrespective of the hardware/software used - so a document created using CAB on an Atari would look the same when viewed in Netscape or Explorer on a Mac or PC etc Things rarely turn out as planned, and thanks to individual companies adding non-standard HTML tags which require particular browsers and/or hardware we are left with a fairly unstandard standard However with a bit of planning and common sense it s possible to write HTML documents which display fine in most web browsers

Contrary to popular belief, the most difficult aspect to creating a good set of Web pages is deciding on the content. Compared to that, the actual HTML coding is easy!



file //localhost/E /TEXT/SONG HTM
Doughnut Song
file //localhost/E /TEXT/SONG HTM

Doughnut Song

Had me a drink and a kick and your message
well you'll never gain weight from a doughnut hole
Then thought that I could decipher your message
There's no one here dear
No one at all

And if I'm wasting all your time
This time
Maybe you never learned to take
And if I'm hanging on to your shade
I guess I'm way beyond the pale

And southern man can grow gold
Can grow perty
Blood can be perty
Like a dalbala man
Copper to steel to a thinge that is tailored
That lets you in lets you in let's you in

⇧ This initial mess is believe it or not, one of the good features of HTML.

⇩ A sprinkling of tags makes all the difference

Ingredients

What do you need to get started? Surprisingly not much and you probably have most of of the software already You'll need a plain vanilla text editor Everest Edith QED or similar will do fine An HTML browser to view your work - CAB is currently the best choice You ll need to source some images naturally if you re creative you can create your own A multitasking operating system such as MagiC MultiTOS or Geneva will make development easier but it s not essential

Where to start

You need something to write about Contrary to popular belief the most difficult aspect to creating a good set of Web pages is deciding on the content. Compared to that the actual HTML coding is easy! Before writing the pages establish as clearly as possible WHAT you want in your pages and HOW you are going to organise it Remember linking pages together is one of HTML s founding principals so make good use of it

The decisions are down to you but just to illustrate a few examples I ve entered some lyrics into the text editor saved it as SONG HTM and loaded it into CAB

Because HTML is designed to be displayed in windows that can change size you can t use the formatting that is imposed by an 80 column text editor The browser will completely ignore carriage returns, and reformat the text to fit the window - unless you tell it otherwise

Tags

Tags are wonderful They sit in the text and tell the browser to do all sorts of snazzy things One of the most basic tags is the P tag Putting this in the text tells the browser you'd like to start a new paragraph at that

QUICK REFERENCE TO TAGS USED

TITLE	Declares a title for the page
H	Specify a header (1 large 6 small)
	Starts a new paragraph
BR	Forces a line break
B	Bold
I	Italics
HR	Horizontal ruler
IMG SRC=	Image SRC is the image s filename
	ALT is the substitute text
A HREF=	Specifies a link
A NAME=	Specifies a bookmark within a page

If you use a text editor that supports 'kurzels (Everest or Edith) use them! Not only do they save your fingers loads of tedious typing they also ensure your documents use the correct HTML syntax

The HTML 3.2 kurzel compiled by Martin-Eric Racine (q-funk@eclypse.net) offers a comprehensive set of all the tags supported in CAB (including the forthcoming CAB v2 0) along with many proprietary Netscape extensions to the official HTML 3 2 specification point Similarly a `<BR>` tag will force the browser to insert a line break – perfect for separating the lines of the song

There are so-called 'container tags which travel in pairs and surround text segments They consist of an opening tag and an equivalent closing tag One such tag is the `TITLE  Page Title  /TITLE` tag This declares a title for the page and this appears in the window title bar Every page should have one of

Another common tag is the `H1  Header  </H1` which declares a heading Differing strengths of this tag are available ranging from H1 (strongest) to H6 (weakest) A mild splattering of the above tags turns the jumbled mess of lyrics into something perfectly readable

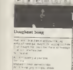
Images

Our formatted page is a definite improvement over what we had before but it s still a little drab We could add an image or two to spice it up a bit Adding images is a piece of cake all taken care of by adding another tag

Images are typically in either JPEG format or GIF format JPEGs are ideally suited to photographic style images whereas GIFs are ideal for icons logos and banners

To place an image on the page use the tag `IMG SRC=  '` So let s put an image of the singer along with the lyrics We ll add it at the top of the page by using `IMG SRC 'tori gif'>`

Now, the IMG tag can take all sorts of extra attributes One which you should always include is `ALT  '` This defines some substitute text to be used if the browser is working with images switched off If you omit this the browser will use `[IMG]` as default which looks really tacky so you really should define a decent replacement



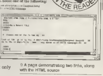
An image adds a new dimension to most pages

The HTML which created the previous page

SKELETON HTML DOCUMENT

Here s a skeleton HTML document you can use to create your own pages It contains all the proper headings recommended by W3 Org - the committee behind the HTML specifications and it s also included on the Reader Disk along with Edith Pro

```
< DOCTYPE HTML PUBLIC ' //W3C /DTD HTML 3_2//EN'
 HTML>
<HEAD>
 TITLE    Page Title    /TITLE>
 /HEAD
 BODY
all your stuff goes in here
  BODY
 /HTML
```



A page demonstrating two links, along with the HTML source

With this in mind we'll change the tag to `<IMG SRC 'tori gif' ALT='Tori Amos`

However if the image is unimportant use `ALT  '` and the browser will purposely omit displaying the `[IMG]` bit and maintain a pleasing appearance when viewed as text only

Linking

Links are the backbone of HTML and let you travel around between documents When used on-line the possibilities are endless you can link your page to other pages physically located anywhere in the world

Targets for links are added using a URL (Universal Resource Locator) which specifies the name of the file you are after and where it is located. If you are linking to another page on your site (either an on-line web provider or on a disk on your computer) then you just specify the filename

The link tag itself is quite simple `A HREF  '  Some Text  /A>` A link to the page described above would look like `A HREF 'song htm  Doughnut Song  /` When viewed in CAB the words Doughnut Song would be highlighted and clicking on them with the mouse would make CAB load up `  H  HTM` and display it

We could quite easily have several song files and create a menu page with links to each one

Going one step further you can add bookmarks in your pages which makes it possible to link to any desired position within a page. Bookmarks are defined using the `A NAME='  Mark  '   </A` tag and you can then specify it along with the filename For example if our page contained the lyrics to several songs the title of the song could be marked with `A NAME 'Doughnut  Doughnut Song /A` then link directly to this song by using `A HREF= SONG HTM#Doughnut  –`

If your pages are intended to be read on-line you can link to any other site by specifying a complete URL - a link to the STIK Home Page would look like `A HREF 'http  www flinny demon co uk/ > STiK Home Page /A>` You can also use URLs to specify an image on a remote site but in most cases it s considered bad Netiquette

Images can also be used as links insert an `IMG` tag and the image becomes part of the link. Being able to mix and match tags like this is a another major plus point in HTML favour

Finally...

By now you should have a basic idea of how HTML is bolted together Next issue we ll get into formatting and show you how to make your pages look really good. For now here are a few more simple tags you may like to play around with

- `B   B` The enclosed text is displayed bold
- `I   /I>` The enclosed text is displayed as italics
- `HR>` Draws a horizontal ruler (line) across the screen

Got the idea? See what you can come up with ✪

Displaying files

Some files can be displayed on the screen when you double-click on them, others can't. Why not? Mark Baines expleins...

All of you will have found that TOS allows files containing text to be displayed on the Desktop by double-clicking on them No? Well, try it by double-clicking on your DESKTOP INF or NEWDESK INF file An alert box is shown with the Show/Print/Cancel buttons Click on Show and the text is displayed The [Return] key normally scrolls down one line at a time [Space] scrolls a whole screen and [Q] quits The trouble with this is that we can t always tell beforehand which files are readable text files A file called READ.ME is intended to be read from the Desktop and also most files with a TXT ASC and sometimes DOC filename extenders Occasionally though, we like to see what s contained in other files

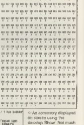
> **Most of you will have tried to double-click on other non-executable files... either the file will be displayed clearly ...or the screen fills up whh a whole mess of characters end blenk spaces**

Non-executable files

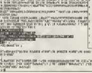
Most of you will have tried to double-click on other non-executable files to see what happens or to try to display them to the screen Such files are those without the PRG TTP, TOS, APP and GTP filename extenders (note that not all versions of TOS and alternative desktops support the GTP extender) One of two things normally happen which depends on the file format Either the file will be displayed clearly showing text characters you can read and make sense of (as above with DESKTOP INF) or the screen fills up with a whole mess of characters and blank spaces with occasional, tantalising sections of sense and the computer 'pings' at you randomly Sometimes in this situation, the screen display can become confused and the computer may even crash Try this with an accessory file with the ACC or ACX filename extender Characters are stored as bytes Each byte consists of eight bits and there are a total of 256 different combinations of these bits therefore a byte can have any value from 0 to 255 The characters that we normally use for text are those in the ASCII (American Standard Code for Information Interchange) character set numbered from 32 to 126 inclusive This includes the upper and lower alphabets numbers and punctuation characters Only some of the first 32 characters are capable of being displayed and only under certain circumstances because not all programs allow their use GEM programs use some of them as special symbols Look at the figure recognise any? Other programs treat them as control codes Character zero is the NUL (null) character and unprintable Character seven is the BEL (bell) character which causes the computer to 'ping when sent to the screen There are carriage return tab line feed form feed and backspace characters and character 127 is the DEL (delete) character All the characters from 128 to 255 contain the European accented characters Hebrew Greek and maths symbols that again only some programs can access such as word processors and editors These characters are not part of the ASCII character set and are not standard Only Atari TOS has the Hebrew character set instead of the IBM/ANSI standard set of lines and box drawing characters for instance Comms enthusiasts may be more familiar with these and most dot matrix printers can be made to use them when switched to IBM mode

Text files

Text files come in two basic formats - pure straight ASCII and formatted ASCII Straight ASCII files contain nothing but text characters from the ASCII character set generally only within the range 32 to 126 and normally contain a carriage return character at the end of each line. Word processor files that have been saved in ASCII format and those from text editors are usually pure ASCII Some other programs store their data as pure ASCII text files such as the DESKTOP INF or ASSIGN.SYS files They may have filename extenders such as DAT INF SYS CNF LST INI and LOG but this doesn t mean that these types of files are always straight ASCII though It is normally intended for the user to view these files from the Desktop or for the more advanced user to directly edit them in an editor Text files written by word processors



⇨ The Atari character set recognise any of the characters below number 32? Many of the others are standard on PCs especially the accented ones and those above 220



⇦ An accessory displayed on screen using the desktop 'Show' Not much sense there!

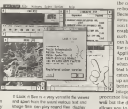
are normally saved as formatted ASCII files These programs insert other codes within the text to control the formatting when printed These codes may show up as strange characters when displayed on the desktop The text may also be stored in other ways making it unreadable For instance 1st Word and WordWriter do not use the normal character 32 as a space but use character 30 instead When these documents are displayed they can either appear to have no spaces between the words or a strange squiggle (actually the bottom left quarter of the Atari face) instead Such files also tend to have carriage return characters at the end of paragraphs only

Non-text files

When a program is compiled into machine code for the computer to run the machine code instructions are held in bytes In a program these bytes have special meanings which are interpreted by the computer and run as the program you see But if we try to examine these bytes by displaying them on the screen rather than executing them TOS converts each value to its ASCII character equivalent What we see on the screen doesn't make sense to us unless that program file also contains some normal text we can read somewhere such as the program's title or dialog text We also hear the computer 'ping' every time it comes across a byte with the value seven Usually displaying executable files in this manner is pointless Other programs store their data in a coded or a compressed form to save space Again TOS interprets this as described above. DTP programs and all graphics programs are typical of this Of course a picture such as a Degas or IMG format file will not display as an image on the Desktop Again TOS will attempt to look at each byte in turn and show its ASCII equivalent on the screen Not the same at all

More about TOS

When TOS displays text on the screen like this it is using the in-built VT52 emulator to do so This uses a standard series of codes to control the display of characters and is often used in communication terminal programs These codes are escape code sequences similar but not related to those used by printers For instance Escape-p or the bytes 27 and 112 will reverse the foreground and background colours Very useful in programs for highlighting text but in a displayed non-text file the screen will suddenly invert Little wonder then that the screen display misbehaves, TOS gets confused and your ST crashes So why can't TOS recognise what type of files should be displayed and which shouldn't? Well it can recognise certain file types, for when you double-click on a PRG TOS TTP or APP file it doesn't display them but executes them Part of the answer to this is contained in the DESKTOP INF or NEWDESK.INF file In the DESKTOP INF file there should be lines like this



○ Look n See is a very versatile file viewer and apart from the usual various text and image files can play sound files display RSC files and even list the contents of ZIP files

```
#F FF 04   @ *.*@
#D FF 01   @ *.*@
#G 03 FF   *.APP@ @
#G 03 FF   *.PRG@ @
#F 03 04   *.TOS@ @
#P 03 04   *.TTP@ @
```

The #F line determines which icon all the files will have as a default usually icon number four the document icon This is then modified by the lines following it The #D line determines which icon the folders will have (number one, a folder icon) The #G lines install the GEM applications giving them a program icon and treating all files with the filename extenders PRG (*.PRG) and APP (*.APP) as GEM programs The #F and #P lines do the same for TOS (*.TOS) and TOS Takes Parameters (*.TTP) programs There can be additional lines in NEWDESK.INF (for TOS 2 3 and 4) for GEM Takes Parameters (*.GTP) programs and Accessories (*.ACC) Users of MagiC and alternative desktops may find similar lines in their desktop configuration files So when you double-click on a file that has one of these extenders, TOS knows how to treat that file Any other file is by default treated as a document file as determined by the first #F line When double-clicked on it is not run but shown to the screen TOS assumes that the user knows which files should be displayed and not to click on for instance, RSC files If you feel brave you can edit the DESKTOP.INF file (make a backup copy first) and remove the #G lines save it to your boot-up disk and re-boot the computer Now attempt to double-click on a PRG file! Copy back the original DESKTOP INF and re-boot to get back to normal Because TOS can get into a mess when displaying a non text file and may even crash it is always best to view such files in a program that can handle it better This is the point of the Install Application menu item on the Desktop You tell TOS that when you double-click on a text file with the filename extender TXT it should load up another program to view it better The same goes for image files, your word processor files etc This works very well but the desktop dialog only allows you to have one filename extender for each application However you can edit your DESKTOP INF or NEWDESK INF file to make things more flexible For instance, if I wanted Imagecopy to display any image file I might find on my hard disk I add the following lines to my DESKTOP INF file

```
#G 03 04   C:\IMGC4.PRG@ *.IMG@
#G 03 04   C:\IMGC4.PRG@ *.TIF@
#G 03 04   C:\IMGC4.PRG@ *.GIF@
#G 03 04   C:\IMGC4.PRG@ *.JPG@
#G 03 04   C:\IMGC4.PRG@ *.PI?@
#G 03 04   C:\IMGC4.PRG@ *.PC?@
#G 03 04   C:\IMGC4.PRG@ *.NEO@
```

or for NEWDESK.INF

```
#G 03 04 200 C:\IMGC4.PRG@ *.IMG@ @
#G 03 04 200 C:\IMGC4.PRG@ *.TIF@ @
```

and so on Notice that filename wildcards can be used, so that all uncompressed Degas files (*.PI1 *.PI2, *.PI3 etc) can be catered for in one line You can extend all your applications like this and this also works for alternative desktops such as NeoDesk and MagxDesk There are special file viewers obtained from PD libraries which will intercept any files that are not listed in DESKTOP INF or NEWDESK INF as being assigned to an application Some of these are for displaying only text files and enabling you to have more control over moving through them than the desktop allows Others will also display image files and play sound files I prefer a good text editor to display my text files so that I may also edit them if I wish something I need to do quite often ○

On the NeST

The Atari Network

Having dabbled with BBSs, Harry Sideres thinks it's time to assimilate you into the Network...

Using terminal programs and QWK readers to connect to a bulletin board is an effective way of grabbing messages and files on a piecemeal basis but once you re messaging regularly you can apply to become a Point and gain maximum benefit from your BBS and the networks The principle behind the networking of messages and files is simple BBSs are allocated numbers according to three main factors The network a region or node within the network and a hub within each region representing the BBS itself For example in the address 90 102/140 90 represents the NeST network 102 is the node for the south west region of the UK and 140 is the Tavern BBS A Point would join this network setup as 90 102/140 16 or Point 16 at the Tavern

Tooling up

A practical Point setup requires around 2Mb memory and a hard drive. The initial files occupy around 3Mb of disk space which you can expect to grow towards 10Mbs to accommodate your message bases and file downloads There s a choice of software available some of which you may already be using as part of a QWK setup I ve chosen

- Semper v0 80½ mailer
- IOSMail v0 91pl9 mail processor
- LED v1 50 message editor
- BTNC v1 36 nodelist compiler and arealisis
- HSModem 7 serial patch
- LZH v3 1 & STZip v2 6 packers

Sysops often maintain a pre-prepared point archive containing everything you ll need. Since you ll have to arrange point status and passwords with your Sysop do get in touch before wasting time downloading these archives

Nodelist compiler

Create a POINT folder and two folders inside POINT one called NODELIST in which you should put BTNC and the arealist for each network you will be joining and one named LOG Edit the sample NODELIST CFG or create a new one in the format shown.

Apart from NeST there are other networks including Atarinet Fidonet and Turbonet each have their own arealists and each requires a separate Domain line.

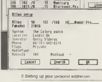
NODELIST.CFG settings

[illegible]

Run BTNC and files will be created and accessed by both Semper and LED

Wait a minute Mr Postman

Semper handles connection to the BBS and the transfer of files and messages Before use you ll need to configure the options in the Config menu The System option requires an Alias be set up for each network you access The first address must be for NeST as Semper will define this as your default after which your address for other networks can be added The Fakenet field needs to be completed and it will need to be used in another configuration file, so make a note of each one

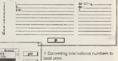


```
90   102 /140  .16  @nest ftn
040  501 /140   15  @musicnet ftn
240  102 /0     11  @mercury
100 .1011 /0   .15  @truthnet.ftn

Alias setup

Alias     90   102 /140  16 @nest ftn
FakeNet   21016
System    The Celery patch
Location  London Uk
Operator  Harry Sideras
Phone     44-181-445-0514
Flags     Private
ModemType
Hubnode   140      MaxBaud  -
```

⇧ Setting up your personal addresses

In the Link option dialog enter the BBS network addresses and the password agreed with the Sysop

Separate folders for each setting in the Path option are required The Pinbound path receives any password-protected downloads and the Outbound path is the default for the NeST address set up earlier The Nodelist and Log folders are the ones created for BTNC The Executables menu allows programs to be run from Semper with a single keypress see Semper s Execute menu. Message Reader should be directed at LED PRG and the options for import Export Scan and Maintain should all be directed toward IOSMAIL TTP with the following entries against the CMD line E IMPORT E EXPORT F E MAINT The significance of these commands will become clear later The Function menu enables calls or a sequence of programs to be run at the touch of a function key Two buttons are worth setting up one to dial the BBS and one to handle the downloaded mail packet Click a button and select Add On the Path/Name line put the NeST address of your Sysop s BBS and select the Call button before going onto the next function key double click the button you ve just set up and label it The next button should be named Aftermail This time select Add then double-click the Path/Name line and select IOSMAIL TTP using the file selector Enter E IMPORT on the command line and select the Program button The nodelist produced by BTNC contains all BBS phone numbers in international format so the Translate menu is used to convert them back to a usable form as shown in the screenshot Substitute your dialling code in the For column in the first line, for example 44-121

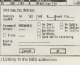


priority	substitute	for
1		44-121-
2	0	44-
3	010-	/
4		
5		
6		
7		
8		
9		
10		

⇧ Converting international numbers to local ones

for Birmingham 44-181 for Greater London and so on.

Other is the last option to set up in the Aftermail area select Function then double-click the Name/Cmd line. Select the Aftermail function you created earlier so messages are imported into the message reader after every call Save the configuration and quit Semper there s still work to do!



```
2    254 /100  0  @fidonet org
51   502 /104  0  @atarinet ftn
90   102 /140  0  @nest ftn
55  .100 /101 .0  @atarifiles ftn

Address   90   102 /140  0  @nest ftn
Password  PASSWORD
Groups
Prefix
Phone
```

⇧ Linking to the BBS addresses

AREAS.BBS initial settings

```
[illegible]
```

Mail tossing

IOSMail is controlled by two essential ASCII files in the main point folder. Refer to the AREAS.BBS and IOSMAIL.CFG boxouts for details.

AREAS.BBS only requires these five lines initially but will eventually include details of all the message areas you connect to automatically added by using a single keyword in IOSMAIL.CFG. The first line defines your Origin which can consist of up to 65 characters of your choice, the second line defines the Netmail area and the next three relate to important system files. Ensure any paths and folders exist.

IOSMAIL.CFG begins with three sets of command-line parameters each grouped

IOSMAIL.CFG settings

```
         L1-1
z
 mm. 1
#EndLabel
#EXPORT
Commands    pr
#EndLabe
#MAINT
Commands  1 . S
#EndLabel
#EndAll
 Names addr
SysOp Barr  l  rd
Address 90  1   1   c               t
[repeat for ea bi       ]
Passw rd 90 1. 1!      1       1    ...A PC
  # %LZHmail
[repeat for each netw   ]
 Ar hive settings
Elfarchive 2  PACKER ZIPJR TTP       a  1
LZHar hive    PACKER LHARCENG TTP   a
 arkmail
Ar Pur
 Path
InBound  1  \POINT INBOUND F
PKTTemp 1   POINT  INBOUND F TEMP
OutB und 1 \POINT OUTBOUND
MailTemp 1  POINT OUTBOUND\TEMP
 Rout ngs and packet headers
ApplZ ne 90 1! POINT 1 TmOUND  lear ttn
[repeat for ea h network]
Route  y  1u. 1!C 9[  *
[repeat for each network]
Mo e Mail 90 132/14/1 / 1111/0 2 .51/108
etc
Redire t Ntest
File In
Default"ET"+
NewBinkley
 Log and display formats
LogFile I  POIN  LOG  SMAIL LOG )
DateFormat %a %d %m %y %H %M
Sched pu
 Display
 1 lg   #
 pr  tal keywords
Area onsultant -q -1  t
u o AddAreas
np,P  mai
Dup-Log 10,0
astImport
```

SOFTWARE STATUS

- IOSMail is Public Domain currently developed by Darren Hook
- BTNC is Freeware by Daniel Roesen
- Semper is Shareware by Jan Kriesten £27 registration permits simultaneous two way file transfers and fax receive capability
- LED is Shareware by Stephan Slabihoud £22 registration removes nag screens and allows reading and writing of UUEncoded files
- UK Registration of Semper and LED is through Kevin Osborne, Sysop of the Fortress BBS 90 102/0 0@neal.ftn

under a label. The labels used are the ones entered into the CMD line when completing the Executables option in Semper and they must match exactly. Using labels ensures the command-line only ever needs to be changed in one place. Next IOSMail needs to confirm your name, your addresses and password protected links to the BBS for each network. Contrary to the IOSMail documentation 5d addresses need to be used as shown in the examples. Be sure to distinguish between your point addresses in the Address lines and the BBS addresses in the Password lines where you substitute the password agreed with the Sysop for each network entered in the Semper Link option. Either %ZIPmail or %LZHmail can be used for packing and parameters for each should be specified as shown. Next ensure the upload and download paths are set to match those specified for Pinbound and Outbound in Semper. Routing commands need to be set up for each separate network in the format shown to ensure your mail reaches the correct destination. The ApplZone paths should be directed to the empty folders created by Semper for each named network, only the NeST address is directed to the default Outbound folder. Further routing commands are used to combine messages for several networks into a single archive for upload. The first address in Move-Mail must be the default NeST address of the BBS with all other networks following. With so many parameters needed a logfile is vital to trace any errors encountered by IOSMail. The settings shown produce readable output directed into the LOG folder created earlier. Other required keywords are placed at the end of the file.

Message editor

LED is a message editor which offers many powerful options but initially a basic configuration file is enough to get you up and running.

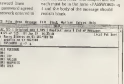
LED.CFG settings

```
        Harr  Sideras
Address  90 1 z 140 1       r
[repeat for each netw  ]
Hold          POINT OUTB
Nodelist I    INT LIE
```

With this complete you're finally ready to connect and join some message areas.

Joining up

Run Semper and press R to open the LED message reader. In the Area menu select Open and you're presented with the 4 areas you set up in AREAS.BBS, select Mail. Your first task is to ask the BBS what areas are available. To do this select Enter Msg from the Edit menu and send messages to areafix for each of the BBS's network addresses. The subject line for each must be in the form <PASSWORD> -q -l and the body of the message should remain blank.



```
(NC,AC,TE) | Original msg | 125 | Replies, none | End of Messages
Msg #125 of 125   01 Jan 17  16 23 40                    Local Pvt Sent
From  Barry Sideras on 51 502/100 10
To    areafix on 51 502/100
Subj  PASSWORD  q -l

N.ASALE PERSONAL
N ATARI
N ATARI STP
N ATARI FALCON
N ATARI GRAPHICS
N ATARI TECH
```

⇧ Joining Atarinet messages areas off-line

Save each message and exit LED back to Semper, select E and IOSMail will export the messages and create a reply packet. Now press the function key set up to dial the BBS. Semper will upload the packet using its built in file transfer protocol. Wait an hour for the BBS to do its work then dial in again to collect the replies. On receipt Semper calls IOSMail which imports the replies into LED's Mail area listing the names of the areas available on each network. Send another message to areafix for each network in the same way as before but now list the areas to join, one on each line, in the body of the message. As before save, quit LED, export messages via IOSMail and call the BBS again to upload the messages. Call the BB the following day and the messages posted in each area will start to flow ... welcome to the Pleasuredome! ✪

User Group NEWS

Belgian User Group

The Atari A4 Usergroup hold meetings fortnightly every second and fourth Sunday morning in the sports centre Palaestra in Deinze.

They held an 'Info day' on Sunday January 26th 1997 in Deinze. Unfortunately we didn't have this info in time to publicise the event before it happened - sorry! Hopefully Karl will send us a report telling us all what we missed. For more details contact:

Veldstraat 3 B-8570 Vichte Belgium
Email address saka@stud.rma.ac.be
URL http://193.190.205.13/popo/148_pol/samyn/rechts.htm

Correspondent: Karl Samyn

Atari
A4
DEINZE
Usergroup

New User Group?

If you've been amazed at the formation and rapid expansion of user groups around the country including the successful STAG, WAG and WRAG Atari user groups and you live in or around the Northants or Cambs area now is your chance to meet other local Atari users.

The group will be called the Northants Atari Group (NAG for short). We've already have a nucleus of people interested and we plan to make the first meeting free entry at a venue in Northampton. For more details contact Dave Hollis on 01604 419933. Dave can also be contacted via the All At Sea and 42BBSs.

The ACUG wishes the group every success and looks forward to reading the report of their first meeting.

WAS meeting report

Most members attended the 14th December 1996 meet which was also the AGM. Mick Lock was re-elected as WAGmaster, Roy Goring as WebMaster, Norman Bland as Treasurer.

The final beta of WebSpinner, an HTML code writing package was shown off by its author Simon Coward, expect the release version to make waves.

Everyone helped convince Roy the shiny new CD-ROM drive he'd bought was 'er faulty. Happily Colin Fisher McAllum had bought along an identical drive.

Mick Lock brought along a copy of PixArt 3 but couldn't find anywhere to set up his ST. There were five Falcons and an ST on the table so it was a bit of a squeeze.

A guy from Oxford had part of his ST housed inside a PC case, with the Freekeys separate keyboard unit from System Solutions. Judging by the dangly bits protruding from his ST's cartridge port he was into music!

The meeting ended around teatime and we sent Chris's Holland and Bloy sent off to the fish shop to get everyone some fish and chips.

Because I volunteered and verbally agreed with Roy to write this report I have decided to stand for the post of Secretary at the next meeting. Hopefully you'll all support me!

Correspondent: Richard Spowart
(Felice of Maggie Team)

WAG
Wessex
Atari
Group

STOS corner

Martin Milner responds to the call for programming coverage!...

I intend to present news of the latest versions of the new extensions which are under development and, unlike previous STOS columns, I'll be venturing beyond the README files which have resulted in powerful commands and features being totally overlooked for the most part!

I'll be taking a detailed look at:

- Les Greenhalgh's CONTROL extension which includes mapping and sprite commands for larger than 320x200 screens and commands for hardware scrolling on machines with blitters
- Anthony Hoskins Falcon extensions which have 256 colour graphics commands among others and Anthony Jacques Falcon extension which is also still under development. He is currently adding commands to provide a Falcon specific replacement for the Missing Link extension - although, due to other commitments, it remains to be seen whether Anthony will manage to complete it!

Please do write in with any STOS related queries you may have and I'll do my best to answer them. If you have got any hints and tips for STOS programmers, then send them in so we can all benefit from your experience.

Jaguar joypads on the STe/Falcon

Did you know your programs can easily support the jaguar joypad plugged into the ports at the front left hand side of your STe/Falcon?

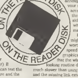
Use the jagjoy command available in the registered version of the CONTROL extension, or the jagpad command from Anthony Jacques Falcon extension.

However if you use these commands on a machine without the ports, such as the STFM, your program will crash. To avoid this check for the Cookie Jar which is present on all STe/TT/Falcon computers.

Using the 'cookieptr' command from Anthony Hoskins system control extension. If 0 is returned there are NO joypad ports (or DMA hardware for that matter). If the cookie jar is present you can test the _SND cookie for DMA hardware and the _CPU cookie for CPU type.

Reducing memory requirements

Ever despaired how much memory pre-shifted sprites use up? The Missing Link is fast and versatile, but those bob banks don't half use up memory! The solution is to use the Blitter extension to pre-shift your backgrounds (instead of your sprites) and display the resultant images on-screen.



How's it done? First off all, you'll need the STe Blitter extension by Asa Burrows. Because you haven't got masks for your sprites, you can't just display them in replace mode on the screen. You need to copy the relevant bit of background to a work screen (pre-shifted by the appropriate amount), display your sprite on it and then copy that to the correct position on your logical screen. The blitter extensions source co-ordinates have to be multiples of 16 which makes things more complicated and although it will right clip your sprites, it won't accept co-ordinates off the top or left hand side of your screen without crashing the machine!

It sounds like it might not even be worth doing, but the speed the blitter copies graphics around means that the whole complicated looking routine doesn't actually run much slower than using pre-shifted sprites and the missing link extension - so long as you don't have too many sprites on-screen simultaneously. There's an example routine on the Reader disk taken from one of my own programs. It saves many kilobytes of memory. Until next time. ○

Site seeing

Jonathan Nott visits a selection of Atari related websites...

STIK - THE ST INTERNET KIT PAGES 95%

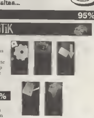
HTTP://WWW.FLINNY.DEMON.CO.UK/

ST Format awarded this site maintained by Nicholas Flintham (Flinny) a formidable 90% back when it was still far from its peak Since then the pages have been revamped and moved to Demon

The sparkling graphics and intuitive, clear layout of the new STiK pages have instant appeal and couldn t be much easier to navigate!

The individual pages are packed with comprehensive update and development information along with contact addresses

Naturally the very latest versions of STiK and all its clients can be downloaded with a couple of mouse clicks making it the one stop shop for all your Atari Internet software requirements A masterpiece of presentation and functionality



GRIBNIF SOFTWARE 61%

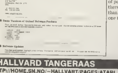
HTTP://WWW.PAIR.COM/GRIBNIF/

A set of pages presented by Gribnif Software aka Dan Wilga In addition to the main index page the site also contains a Geneva FAQ and articles on Geneva and Neodesk from the 'Secrets of series

The main page itself offers little more than download links but at least these are in plentiful supply There are links to fetch demo versions of all Gribnif software products along with all the patches to bring your Gribnif software up to the current version

The vital ingredient missing from these pages is product information Visitors are given the opportunity to download large archives immediately yet there's no information telling us what programs such as STalker and Neodesk actually are! A few screenshots and product specifications would improve the site enormously

An online order form and past issues of the Desktop Notes newsletter are promised for future updates so there s plenty of potential Currently there is more potential than content definitely one to watch though



Gribnif Software

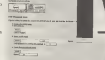
Demo Versions of Gribnif Software Products

Software Updates

HALLVARD TANGERAAS 82%

HTTP://HOME.SN.NO/~HALLVART/PAGES/ATARI_FTP.HTML

If you ve looking for sites containing Atari software you ll want to add this site to your Hotlist/Bookmarks It includes links to all the atari related ftp sites along with search utilities to locate particular files and ftp them directly to your machine via your web browser The pages and list is maintained by Hallvard Tangeraas roughly once a month

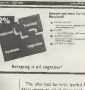


TOAD COMPUTERS 85%

HTTP://WWW.TOAD.NET/

The Toad web site has become very established and well-used since the setting up its own toad net domain The structure of the site has recently been re-vamped enabling an easier navigation system

One thing the Toad site is credited for is the inclusion of many other support areas on the site alongside the company s product information This includes a US mirror for Joe Connor s InterActive site



toad net Welcome!

Internet and more for Central Maryland!

Bringing it all together!

The site can be very useful to all Atari users as all of their vast product range gets a full covering on the site It s always kept thoroughly up to date and remains very easy to use This is a very pleasing site

Reader Disk 3

We believe our Reader disks offer outstanding value for money with over half our subscribers opting to receive the disk with the magazine However, for those readers who prefer to see what s on the disk before buying they are available separately Please refer to page 10 for details

Reader Disk AC#1

- **GEMTrek v1 1e**
  Exclusive Freeware J_rgen and Uwe Holtkamp
  Tribute to Star Trek in guise GEM based battleships game
- **STD Codes v1 4**
  Freeware Mark Baines
  CPX to find location from STD code and vice versa
- **RS232 Config**
  PD Martin Cubitt
  Ease serial port problems using Ghostlink between Atari<>PC
- **ST-Guide v1 4e**
  Fairware Holger Weets
  Hypertext viewer, de-facto Atari standard utility
- **AppLine v2 1e**
  Fairware Holger Weets MagiC only
  Windows 95 style task bar and much more!
- **CoSTa**
  Exclusive Shareware Gary Priest
  Monitors on-line time with OASIS2/ICE, CoNnect CixComm MINTnet and STiK.
- **Start Me Up! v1 10e**
  Freeware Thomas Much, MagiC/MultiTOS only
  Windows 95 style Start button and much more!

Reader disk AC#2

- **Thing v1 00e**
  Exclusive edition, Shareware Arno Welzel and Thomas Binder
  Premier Shareware Desktop for TOS and compatible operating systems
- **Crystal Atari Browser (CAB) v1.5**
  Exclusive edition Freeware Alexander Clauss
  CAB is the leading HTML document browser available for the Atari platform
- **STOS Compiler Fix version v1 0**
  PD Les Greenhalgh
  This STOS fix can insert tables for up to 11 different TOS versions
- **AVR and SYN format samples**
  PD Colin Monro
  Samples created using Sound Chip Synth to accompany review

And more!

Edith Pro v1.221P

Exclusive release
Freeware
ZFC Software

Edith Pro is a commercial text editor originally costing over $30 ZFC recently switched development to other platforms but kindly released the final Atari version as Freeware This is normally only available direct from ZFC but with their permission we are delighted to include it on this Reader disk

Edith Pro offers features such as cut and paste columns you won t find in any other Atari software and it is an ideal HTML document creator capable of using Martin-Eric Racine s HTML KRZ file ..

HTML3.2 KRZ v1.x

Exclusive release
Shareware
Martin Eric Racine

If you re creating HTML documents this collection is a gold mine

- Martin-Eric Racine s keyboard shortcut (KRZ) file for use with Edith, Everest and other text editors All the HTML 3 2 and CAB v2/NetScape extensions are included
- Martin-Eric Racine's standard RGB colour codes table which includes the standard hex values and valid colour names
- Kevin Werbach s Bare Bones Guide to HTML which lists all the tags recognised by current browsers
- Bill Weinman s ISO 8859-1 Character Entities Table If you're wondering how to add a pound sign into your document you need this

Videl Inside v2.02

videl inside

Freeware
Trisomic Development
Fran_ois GALEA aka Zerkman

Falcon software only resolution enhancer which only requires around 1 5Kb memory Includes video mode editor

Cadenza utilities part 1

Freeware
Matthew Bacon

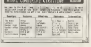
A collection of utilities programmed in HiSoft BASIC v2 10 including source code more next issue.

HTML tutorial

Exclusive
Neil Jones-Rodway

HTML format file and GIF to accompany tutorial

Atari Computing Database #1



ATARI Computing Catalogue

Exclusive
Norman Bland

Atari Computing s own database guide to AC#1 in ST-Guide format Includes comprehensive vendor and who s who guides ST-Guide was included on the AC#2 Reader Disk.

STOS listing

Exclusive
Martin Milner

Routine to display a single image bob in the correct place on the logical (background) screen ready for the screen swap later in the program STOS sprites could be used instead of bobs

UVK Demo v6.9

Richard Karsmakers

The Ultimate Virus Killer is the best rated virus killer for the Atari platform This demo version has the following restrictions

- You can detect viruses but cannot kill them
- You cannot immunise disks
- Bootsectors which can be restored cannot be written to disk
- No extensive system status screen for memory analysis
- You cannot repair damaged BIOS parameter blocks
- Not MultiTOS compatible
- No manual online help ACC CPX version or support

The full version naturally removes these restrictions and includes additional extras

Shareware and public domain

EDITH PRO

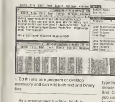
89%

Word processing
Freeware with distribution restrictions, all Ataris

Edith is a powerful text editor designed to appeal to anyone looking for a fast and capable editor This could include programmers DTP and comms enthusiasts and more recently anyone looking for an HTML source code editor

Edith Pro was previously sold as a full commercial package costing over £30 but has recently been made available as freeware with certain distribution restrictions a generous policy we would encourage other programmers to adopt

ZFC pride themselves on producing friendly but powerful software which fits all needs and with Edith they ve certainly succeeded It s a good looking program, with all functions available from either the mouse keyboard, or a combination of both The cute name is deceptive there s a lot of power hidden under the surface Edith is happy under all TOS variants from the most basic ST right up to the latest Falcon version, and happily takes advantage of multitasking environments including MultiTOS MagiC PC/Mac and Geneva Dialogs alert boxes and even the built-in file selector all appear in windows making program switching a snap Files and windows can be iconified easily for a cleaner Desktop

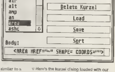


Edith runs as a program or desktop accessory and can edit both text and binary files

As a programmer s editor Edith is stunning Automatic indentation means your source listings are formatted properly without thinking about it The kurzels (text macros) offer a handy way of storing long repetitive program commands for easy recall with a few keypresses A kurzel is simply a macro you type a small string of text which Edith replaces with the longer version You could use kurzels to store your address C statements, and those cryptic looking HTML commands for web page authoring Edith is supplied with a basic set of HTML kurzels but you ll find the definitive set for use with both Edith and Everest exclusively on this month s Reader Disk.

Edith can also be used to edit binary files. Loading a program file in binary mode produces a windowed display similar to a sector editor but with the hex representation held with C style comment strings Changing bytes is as easy as typing and when Edith re-saves the file you ve got the option of saving as C style source or re-compiling it back to binary form As a practical example I recently had some damaged ZIP files arrive as email which had some junk attached to the beginning of the file STZIP wouldn t load them complaining that the files were corrupted To fix it it was as simple as using Edith s Import Binary function and using the mouse to highlight then cut the garbage characters which appeared before the ZIP file s PK header Edith compiled the file back to binary form STZIP extracted it and all was well Instead of swearing and head-scratching it was all over in a couple of minutes

Up to six files can be open simultaneously and Edith can be set so you can type into any visible window by placing the mouse over it, without topping the window first Cut and Paste options are excellent you can use the GEM clipboard for transfer to other programs or Edith s own system While the GEM clipboard is limited to the usual SCRAP TXT file Edith s integral system is much more flexible even old cuttings are saved to disk in a trashcan file for later recovery Using the right mouse button blocks can be marked in columns you could cut the address from the right side of the page without disturbing the left Separate blocks can be marked at the same time by holding down the [Shift] key while dragging Search and replace is easy and adding non-standard characters to files is easy thanks to the pop-up ASCII chart just click on a character to transfer it to the active window



```
<AREA HREF="" SHAPE= COORDS="">
```

Here's the kurzel dialog loaded with our exclusive HTML kurzel

As an all round editor Edith should find a home for itself whatever you do with your Atari It was a bargain when it first went on sale and it s an absolute steal as freeware While the Atari version isn t being developed any further Edith stands as a gorgeous example of Atari programming

Frank Charlton

ZFC SOFTWARE

Edith Pro is no longer developed for the Atari series This is the final release and no further changes will be made ever! Edith Pro development continues for the X window system on (at least) Irix Solaris and Linux. For more information contact

ZFC P O Box 15813
1001 NH Amsterdam
The Netherlands
Telephone +31 20 4 208 248
Email zfc@zfc nl
URL http //www [illegible]

CADENZA UTILITY COLLECTION

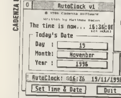
ON THE READER DISK

60%

Utility
Freeware, all Ataris

The software in this collection are the first efforts of programmer Matthew Bacon. They are all written in HiSoft BASIC v2.10, all freeware and, most importantly, all include the source code and support files. This unusual step by the author should encourage other BASIC programmers to learn from the source and go on to develop their own applications.

Autoclock v1.00k


AutoClock v1
© 1996 Cadenza Software
Written by Matthew Bacon
(24 HOUR)
Today's Date
Set Time & Date
Quit

The time is now... 16:36:00

Day : 19

Month: November

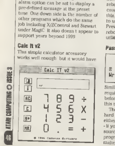
Year : 1996

AutoClock: ©16:36 19/11/1996

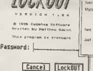
Autoclock is a simple, but effective way of setting the system date and time. A nice feature is the menus of choices which pop up when you click on some fields, for example, the day field. Under a multitasking OS an alarm option can be set to display a pre-defined message at the preset time. One down side is the number of other programs which do the same job including X/ZControl and Stewart under MagiC. It also doesn't appear to support years beyond 1999.

Calc It v2

This simple calculator accessory works well enough, but it would have been a lot more useful if keyboard support to enter characters had been included.


Calc IT v2
AC
C
M+
MR
7 8 9 ÷
4 5 6 X
1 2 3 −
0 . = +
© 1996 Cadenza Software

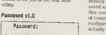
LockOUT v1.04


LOCKOUT
VERSION 1.04
© 1996 Cadenza Software
Written by Matthew Bacon
This program is freeware
Password:
Cancel
LockOUT

This utility provides an effective way to prevent casual unauthorised access to computer while you're out of the room. Call it up before leaving, enter a code and press the lockout button.

The computer can't be used without first re-entering the password (apart from rebooting of course). It would have been better if the program could have disabled the ability to reboot via the keyboard, but of course if you knew how to do this, then you'd also know how to use the reset button etc. Preventing use of the computer after a reboot is the job of the next little utility...

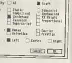
Password v1.0


Password:
© 1996 Cadenza Software
Written by Matthew Bacon

Similar to LockOUT this program requires a password to be entered before the computer can be used but this time at system boot time.

The disadvantage is the password is hard coded into the program, so you either have to edit the program file or - if you've got HiSoft Basic change the source file and recompile the program. It would have been a simple matter to store an encrypted password file on disk, so maybe someone will add these features, maybe Matthew himself.

Print It v1.0


Print IT
File
Attributes
Printer
Text Attributes
Cancel
OK

Quality ☐ LQ ■ Draft

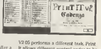
Style ☐ Italic ☐ Underlined ■ Condensed ☐ Expanded ☐ Superscript ☐ Subscript ☐ Emphasised ☐ 2X Height ☐ Proportional

Font ■ Roman ☐ Helvetica ☐ Courier ☐ Prestige

Just ■ Left ☐ Centre ☐ Right

There are two versions of this program. V1.00 allows text files to be printed out using different fonts/styles etc. The only disadvantage is when dragging a file onto its desktop icon it doesn't automatically open the file ready for printing.

Print It v2.05


PrInT IT v2
Cadenza

V2.05 performs a different task. Print It allows different control codes to be defined for different printers and saved as Print It printer drivers. Batch files containing pre-defined sequences of control codes can be defined to configure your printer but doesn't actually output files!

Conclusion

All the programs were designed to be colour depth and resolution independent from ST mono resolution upwards (although they run fine in ST low/medium some of the dialogs many appear squashed with some objects in the wrong position). Overall an excellent first effort by a new programmer who deserves encouragement in the expectation he will go on to produce even better software.

Martin Milner

Educationally Speaking....

The Atari ST has always been an excellent learning tool for both adults and children. This month we're listing a few of our more popular disks in this field. Please note that this is a mere sample of what's on offer. Also, the program listed is often one of several on the disk, it's just that we think it's the one you're likely to enjoy most! We have over over 90 educational disks in our full catalogue, so why not order up a copy of the catalogue disks at the same time? The following disks cost £1.50 each unless otherwise stated. A fixed P&P charge applies to all PD/Shareware orders regardless of order size. Please add £1.25 UK, £2.25 Europe or 15% of order value (minimum charge £3) Rest of World). C or M after the numerals indicates that the disk only runs on Colour or Mono systems respectively.

For The Youngsters...

EDU.24C SHIPWRECK Marooned on a desert island, a basic knowledge of arithmetic will get you safely home

EDU.48 NOAH'S ARK A spelling game where you spot the letters and make up the names of animals in the Ark. When the name of the animal is opposite the gangplank you collect the animal.

EDU.41C THE HOLDEN COLLECTION Four great games based on counting, reading and spelling for the under 5's from a popular educational author

GAM.88C KID SHAPES and KID SHAPES PLUS Two simple art packages which involve building up a picture from a variety of shapes on a grid. **NUMBER ROUND!** Select add, subtract, divide, multiply etc, then click onto the book which holds the answer to the sum

EDU.3143C COMPUTER SCHOOL 1, 2 & 3 Covers addition, subtraction, spelling and matching, all wrapped up in three fun games

EDU.3803C MATHS ACTION Game featuring multiplication, division, addition and subtraction **SPIDER SPELL** A Hangman clone with creepie crawlies, webs, a spider and ladybugs! **FIRST MATHS** An integrated package featuring four graphically oriented elementary mathematical games

EDU.3888C EARLY LEARNING MATHS 1 & 2 A collection of games aimed at 5-8 year olds featuring Dizzy Lizzie and The Meanie. Designed to implement The National Curriculum for Mathematics

EDU.6246C 'SCOOL NOT SCHOOL Six fun games featuring drawing, spelling, typing, basic arithmetic and more

EDU.3486C MINI MAGIC STORYBOOK Allows the child to create stories in book form with both text and sprites as featured on Rolf's Cartoon Club

EDU.3287C LET'S SPELL FIRST FIVE HUNDRED WORDS INTRO An excellent spelling aid from the authors of Mini Magic Storybook.

EDU.3324C MASTER DOODLE by B Ware An elementary drawing package suitable for the 5-6 year old group. Includes 40 pictures to get you started

EDU.3853C PICTURE TIME, WEATHER TIME and SAMPLE TIME Great fun with an educational theme for 5-7 year olds

EDU.3821C THE SPITTING BIRD Designed to teach multiplication tables, this highly original game holds the attention of any child

EDU.4301C BENJEMY'S ABC Learn the alphabet the fun way with pictures and a clear digitised voice

EDU.4800C THE NEVER ENDING COLOURING BOOK Colour in outline drawings on screen with this easy to use program **CLOCK TIME** Learn to tell the time the fun way

EDU.4887C BIG TOP TYPE An introduction to the alphabet with circus based graphics and sampled speech. For 2-6 year olds

EDU.4842C FUN TIME 1 and 2 Reminiscent of the original Fun School series, this disk features many subject areas including shapes, keyboard, mouse, clock, money, seasons and pictures. For 3-6 year olds

EDU.5337C MAGIC SPELLER 95 Highly polished product which features the spelling of words in 17 different categories. Uses speech, graphics and sprites to get its message across. Can be customised with your own word lists

EDU.3284 PLATSPELL by B.Ware A joystick controlled spelling game for youngsters, where a word is shown and individual letters caught in a net. Formerly commercial and of very high standard

EDU.3583C PLAT MATH by B-Ware Educational platforms and ladders game which offers standard addition, subtraction etc, with a more unusual presentation

For The Grown Ups...

EDU.36C, EDU.68C & EDU.67C DEATH OF A PRESIDENT by Jim Fanning - Comprehensive dossier on the Kennedy Assassination. Three disks, £4.50

EDU.3324, EDU.3363 & EDU.3348 A ROMAN MYSTERY by Jim Fanning A three disk set designed to enhance your knowledge and understanding of Roman times. From the author of Death of A President. £4.50

EDU.4209B THE SEARCH by Jim Fanning An investigative sort of game where you must uncover the history of a family and its origins. Highly recommended as the basis of a school project.

EDU.4205M, EDU.4206M & EDU.4207M SECOND WORLD WAR by Jim Fanning Another impressive dossier, this time it covers everything you need to know about WWII. Three disks, £4.50

EDU.3365 FROM PICTS TO PARLIAMENT PART 1 by Dr Evelyn Mills An irreverent look at history from the Picts and Celts to the Norman invasion. Historically accurate but highly amusing

EDU.3610 FROM PICTS TO PARLIAMENT PART 2 by Dr Evelyn Mills We move on from William The Conqueror through to Henry III in this amusing but factually correct followup

EDU.4325C PICTS TO PARLIAMENT PART 3 by Dr Evelyn Mills Moving on to the Middle Ages with this historical epic. Real Shakespeare era here but not nearly stuffy enough to have been penned by the bard!

EDU.4568C FROM PICTS TO PARLIAMENT PART 4 by Dr Evelyn Mills This irreverent look at history continues with Edward IV, looks at the murder of Edward V and culminates in the life and loves of Henry VIII

EDU.4778C PICTS TO PARLIAMENT PART 5 by Dr Evelyn Mills We start with Elizabeth I and move on to the union of Scotland and England, culminating in Guy Fawkes exploits by which time Parliament was firmly established

EDU.3842C THE FRANGLAIS COLLECTION by Dr Evelyn Mills A compilation of all six programs in this series which adopts a light hearted introduction to the French language using a combination of French and English to enhance your knowledge and understanding.

EDU.4283C ADVANCED FRANGLAIS by Dr Evelyn Mills The natural progression for those who have enjoyed the Franglais collection

EDU.3886C 20TH CENTURY USSR HISTORY The history of Russia between the years 1917 and 1983. A comprehensive look at how the Soviet state functioned with background on many party leaders and individual momentous events

EDU.4393C & EDU.4262C 1990'S USA Covers States, Capitals, Presidents, Population, Geography. You name it, it is all there. Two disks £3.00

GAM.112C A QUESTION OF SNOOKER A two player game in which you have to answer questions against the clock. Red balls give easy questions and maximum time. Black balls give hard questions and minimum time.

EDU.3388 ESPANOL A truly excellent program for learning, reviewing or checking the conjugation of Spanish verbs. The learning procedure may be done in English, French, German or Spanish!

EDU.3327C GERMAN Full facilities for learning and testing your German. The tutorials are well constructed and the test questions graded accordingly

EDU.4547C ST GLOBE Comprehensive guide to world geography with lots of maps and a copious amount of statistical data on such topics as capitals, population, currency and such like.

EDU.4612C STATES and COUNTIES An ideal way of learning counties in England, Wales, Scotland and Ireland, States in America and countries in Africa

EDU.6627C THE STORY OF THE TITANIC A well documented and fully illustrated account from the placing of the construction order to the fateful day

Positive Image v1.12

THE image processing and retouching package for Atari computers. Unleash 24 bit True Colour graphics on an ordinary ST without loss of image quality. Print out your masterpiece to almost any printer (including colour). Positive Image is brimming with features, many of which are a first on Atari computers. What's more, it's under continuous development. Package includes enhanced version for TT and Falcon users. Fully compatible with all graphic cards, it even runs on PCs and Macs under any of the available ST emulators! Recently upgraded to v1.12, Positive Image costs just £65 plus P&P (£2 UK, £5 Europe, £10 rest of world). Minimum Requirements: 1 megabyte

Photoscan

Have you ever wanted to create slideshows of your holiday snaps, include your own pictures in your Desktop publishing or enhance (or even tamper with!) your favourite photos? Well we've got just the thing for you, it's called PhotoScan and it's the next best thing to buying a CD-ROM and paying a fortune to have your memories immortalised. What's more, PhotoScan is affordable and

All scans are done using professional equipment and calibrated using Kodak's proprietary colour match software. Want to know more? Just send us £1.00 for the PhotoScan demo disk (state ST or TT/Falcon). It contains a number of example images and full ordering details. Alternatively you can request our PhotoScan information leaflet when ordering or send an SAE for a copy if not ordering

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Stop Press:- We're running out of space on this page and haven't even mentioned EZ Art Pro at £10, Family Roots at £15, Easy Stitch or Easy Stitch at £10, Steinberg Pro 24 at £14.95, Ten Star Games Pack at £14.95 and Armada/Borodino at £4.95 all plus P&P (UK £1, Europe £2, Rest of World £3). Also available are Easy Text Pro and Pro Vector (DTP) at £19.95 plus P&P (UK free, Europe £3, Rest of World £5). Oh yes and there's our February catalogues out now at just £1 each (state ST or Falcon)

Ordering from Floppyshop

Please make cheques/POs payable to Floppyshop and ensure that you add the required amount for postage. Credit card orders welcome. Overseas customers not paying by credit card must make payment in UK pounds sterling by way of a cheque drawn on a British bank, International Money Order or Eurocheque (made out in sterling)

Floppyshop, PO Box 273, Aberdeen, AB15 8GJ.
Credit Card Orderline Tel:/Fax: 01224 312756

ANTMAIL V0.79

76%

Communications
Freeware, all Ataris 1MB minimum, ST medium or higher

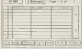
AntMail is an internet email application developed by Dan Ackerman which uses the STIK internet connection software (also developed by Dan) which takes care of the on-line details which just leaves setting up AntMail using the excellent documentation provided

This involves creating a mail folder using the Create New User Folder option under the Extras menu The file selector appears ready to select the path and enter a mail folder name

Next configure AntMail selecting each option in the Config menu in turn My Internet Service Provider (ISP) is CIX and my settings are as follows.

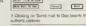
User Settings

User Name Enter the hostname you agreed with your ISP
Password As supplied by your ISP
Save Password Yes/No Select Yes to password protect AntMail and prevent casual access to your mail


IN BOX
2 Messages
Page 1 of 1

↑ Mail management is easy take your pick from these options

Email Address: As agreed with your ISP (mine is lcharles@bird compulink co uk)
Your Real Name: One we can all cope with!
Reply To: Only needed if you want to forward mail to a different email address


Subject
Select File to Send
Send Mail to Dan
Cancel
Send

↑ Clicking on 'Send mail to Dan inserts the author's address

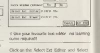
Set Mail Folder Select the path you set up under Create New User Folder
Set Sig File Select a file to be automatically appended to your emails (typically an ASCII text file containing your signature contact details) then click on Set Now

Server Settings

Pop Server As specified by your ISP (mine is mail compulink co uk)
SMTP Server As specified by your ISP (mine is mail compulink co uk)
Leave Mail on Server Yes/No To automatically delete messages after receipt select No make your selection then click Set Now

Program Settings

The first three options Use Verbose Listing Use Slow IO and Force Window Redraws can all be toggled between Yes/No they all default to No and these settings work fine for me


Ant Mail Prog on Settings
Use Verbose listings to Check mail? Yes No
Use Slow Disk IO? Yes No
Force Window redraws? Yes No
Select Ext Editor
Select Ext Viewer
Cancel
Set Now

↑ Use your favourite text editor no learning curve required!

Click on the Select Ext Editor and Select Ext Viewer in turn to select the path to your preferred text editor and file viewer using the file selector then click Set Now

Next select the Save settings option to save a DEFAULT SET via the file selector OK button and finally select the Save Preferences option to preserve your settings for future AntMail sessions

The documentation covers collecting and sending mail via STiK along with advanced features including multiple mailboxes but get a basic setup functioning correctly first

AntMail is a solid performer offering off-line mail creation and reading The on-line phase is performed reliably and works well across a range of Atari machines and under MagiC

I'd like to see a re sizeable mailbox dialogs because they re a bit small and a built-in address book or maybe a link to an external utility but overall AntMail gets the job done

Les Charles

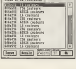
VIDEL INSIDE 2

70%

Utility
Freeware, Falcon only

Videl Inside (VI) is a compact software-only video mode enhancer utility programmed by Francois Galea aka zerkman of the Trisomic Development group

To install VI two programs have to be added to the Auto folder On rebooting selecting Set Video from the Options menu displays a selection of screen resolutions Select the desired resolution


Videl Inside Selector v1.01
Choix de la résolution
800x608 16 couleurs
800x608 256 couleurs
864x448 65536 couleurs
816x296 16 couleurs
816x296 256 couleurs
816x296 65536 couleurs
640x256 16 couleurs
640x256 256 couleurs
640x256 65536 couleurs
640x456 16 couleurs
640x456 256 couleurs
640x456 65536 couleurs
640x592 16 couleurs
Sauve
Annule
Falcon
ST
Ok

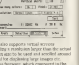
and if it works save it and select OK. If it doesn't work reboot and try a different one Any resolution which works in 16 colours will also work in 256 colours

Video mode editor

VI video modes can be customised to enable the optimum settings for your Falcon/monitor combination to be established

Once you have determined which video modes work you can use the editor to increase/tweak the settings for this resolution Load the editor select a video mode that works click on New mode and a copy is added to the end of the mode list Work on the copy because once edited there s no way to reset it

Increase the Pixels per line and Horizontal resolution checking regularly using the Test button to ensure a neat white box on a black screen is displayed After setting your desired horizontal screen resolution repeat the procedure for the Lines per VBL and Vertical resolution


VI Mode Editor v1 1
Pixels per line: 800
Horizontal resolution: 800
Horizontal shift: 172
Lines per VBL: 642
Vertical resolution: 600
Vertical shift: 28
How many colors: 16
Pixel:
Resolution:
Test
Frequencies
Comment:
Prefs
Selection
Edition
Infos

VI also supports virtual screens enabling a resolution larger than the actual screen size to be used and scrolled around ideal for displaying large images etc.

VI is freeware which compared to the commercial hardware resolution enhancers such as ScreenBlaster or BlowUp is a good deal! Initial setup is easy but editing video modes can be time consuming frustrating and many reboots Used together with Nemesis VI allows larger and more stable resolutions but doesn t seem to work properly in TrueColor modes Overall a definite improvement over version one but needs further development

Roy Goring

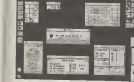
EscAPE PAINT v0.5

Graphics
Freeware, Falcon with 4MB minimum

70%

EscAPE Paint is programmed by
Norman Feske, who can contacted
at Cammerswalde Str 19 01189
Dresden Germany Email
norman@lee et tu-dresden de

EscAPE Paint enters the territory currently occupied by Apex Media and Rainbow This early v0.5 release by the German author, Norman Feske (NO/Escape) is designed to provoke response and feedback to steer further development so let s get cracking!



⇧ The floating toolbars and menus can be left open for quick access on high resolution desktops

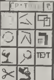
The interface is delightful similar to Photoline and other industry standard Mac applications Floating palettes can be left open on screen or accessed from the menu bar as required Unlike Apex Media and Rainbow EscAPE Paint offers an enhanced GEM interface for menu selections toolbars dialogs and selectors switching to the work screen on clicking the right mouse button - just like Deluxe Paint This approach works fine but I m worried the constant switching back and forth between video modes may damage my newish Hewlett-Packard 17" multisync monitor which squeaks in anguish when switching between 1152x852 resolution and TrueColor mode

EscAPE Paint co-exists with ScreenBlaster 2 and multitasks fine under MagiC consuming around 2 5Mb memory on a 14Mb Falcon In operation the program is rock solid with just a few minor screen redraw problems in TrueColor mode

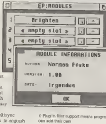
Colin Monro reviews EscAPE Paint, a freeware Falcon only TrueColor art package...

The brief English documentation details the system requirements and tells us all we need to do is press the [Help] button for further instructions Unfortunately the help screens are displayed in an almost illegible font A help line at the right hand end of the menu bar saves the day changing as the mouse pointer passes over icons

EscAPE Paint utilises the Falcon s Motorola 56001 Digital Signal Processor (DSP) chip to handle image manipulation. Block operations including rotate scale and mirror tools shove pixels around with astounding speed and manoeuvrability



⇨ What you see is all you get no feature packed sub-menus



EP:MODULES

1 Brighten
2 « empty slot »
3 « empty slot »
4
5

MODULE INFORMATIONS

AUTHOR Norman Feske
VERSION 1.00
DATE Irgendwe

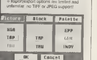
⇧ Plug-in filter support means programmers can add their own

The main toolbox offers line polyline fill a (lightning fast) magnifier and block marking tools but misses out tools which come as standard in other paint packages Currently text handling is restricted to the system font but the text interface is currently being revamped so hopefully this is only a temporary inconvenience

EscAPE Paint offers a plug-in filter interface and is supplied with Brightness Paleness and Darkness modules which are loaded into memory as required This approach keeps the memory overhead to the minimum and allows other programmers to develop compatible modules - a nice touch

Not so nice is the range of import/export formats available Working under the shadow of other platforms support for a wide range of formats is a valuable asset EscAPE Paint offers XGA (eXtended Graphics Array) TGA and (the mystery) TRP/TRU formats With no JPEG or TIFF support TGA seems to offer the best cross platform format - except TGA files cannot be exported Add to this no printer support and it all adds up to frustration Hopefully before EscAPE Paint reaches v1 0 these problems will have been resolved

⇩ Import/export options are limited and unfamiliar no TIFF or JPEG support!



Picture	Block	Palette
XGA TGA TRU	TRP TRU	EPP GEM INDY

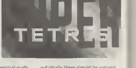
Creating simple pictures in EscAPE Paint is quick and easy but with the limited range of tools other applications will be needed to complete most jobs - which means it s less likely to get used in the first place

On the other hand the available features are excellent - there s a great application struggling to escape in there somewhere Maybe that's why it s called EscAPE Paint! ✪

SUPER TETRIS

85%

Games
Shareware, any Atari ST/STe



Apart from being an excellent Tetris clone this version includes lots of nice extras which enhance this classic game without spoiling its elegant simplicity All the classic features are present and correct including the ability to drop bricks and tuck them under other bricks without which any Tetris game quickly becomes tedious In particular the screen shake is fun but the main attractions are the Specials - bricks with extra abilities Here s just a selection Bonus points speed up slow down ghost disjointed levitating heavy random clear well and next level I m still working my way up the 99 levels and the sampled sounds add atmosphere missing in other versions The vertical guide lines do make the early levels too easy and ideally these should be optional Overall Super Tetris is the best Tetris clone I ve played on the Atari platform

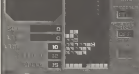
A level editor is included to design your own levels or edit the existing ones if you feel the urge Messages can also be added and these appear in the message window at the top left of the screen during play

The full version costs $10 has 99 levels plus 10 bonus levels extra options and extra level sets compared to the demo version

For more details contact
URL. http://newton ex ac uk/general/ug/jones/
Email. D E.Jones@ex ac uk
Digital Dan, Happy Hippy Productions,
1 Hine court Wellbrook Street,
Tiverton, Devon, EX16 5JW

Joe Connor

Unlike some Tetris clones Super Tetris makes good use of the entire screen



COPS V1.05

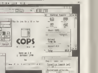
87%

Utility
Freeware, all Ataris

COPS short for Control Panel Server is an XControl replacement COPS is visually dramatically different from other XControl replacements such as ZControl and Freedom 2 both of which have stuck with the XControl scrolling list approach COPS displays CPX modules in a GEM window as icons and can display as many modules as you have installed COPS uses less memory than XControl (or the competition) and can be iconified on start up if desired

A right mouse click on any CPX icon displays a popup from which the CPX can be enabled disabled and configured on the fly Right mouse clicking anywhere else in the COPS window displays a popup with options to tidy up the icons so they fit neatly in the window call the ST-Guide format online help set the CPX path and configure COPS itself COPS remembers the screen position of each CPX module and opens it up at the same location each time Support for long filenames with spaces means a CPX module called MagiC configuration cpx' could be loaded from a folder called Control Panels

With COPS installed as an application to open * CPX desktops which understand the VA_START message (MagXDesk Thing etc) can be used to launch CPXs by double clicking on their Desktop icon Thanks to Atari CPX modules have no selected icon (the mask is missing) but once installed on a desktop full colour icons can be assigned to individual CPX modules



COPS was programmed by Thomas Much and the Behne brothers To use COPS with TOS you need to install WDIALOG PRG in your Auto folder WDIALOG is a compact system extension which adds support for windowed dialogs popups and listboxes along with a comprehensive selection of fonts These functions were integrated into MagiC from v4

Joe Connor

PHOTOLINE

Photoline is "THE" program that all ATARI users have been waiting for. Photoline is a powerful & professional truly 24bit image editing software which includes BITMAP and VECTOR toolsets. Photoline works on any ATARI machine with at least 1MB of RAM, and all ATARI compatible operating systems, including Magic 4 and MagicMac.

Photoline is feature–packed: Filters, Masking, Text 3 & 4 color modes, Variable Zoom, Intensity Setting, Freehand lasso Picture Conversion, Scaling Rotation Brush (editable), Water–paint Stamp Color picker, 3D Surface Projection, Distortion, Drag & Drop, ... are just some of the features provided by Photoline

Photoline allows editing of any image on any resolution, without any loss. It is user friendly, thanks to its GEM based interface, using in–window dialog boxes and keyboard shortcuts. It allows loading of all popular picture formats including PhotoCD and JPEG. Photoline can output to color or monochrome printers, plotters or to file.

PHOTOLINE
PHOTOLINE
PHOTOLINE

ATARI CD MASTER

ATARI CD MASTER

ATARI CD MASTER is a compilation of many of drivers for popular IBM PC CD–ROMS
Most of the drivers share the following features.
- Fully multi–tasking, with a friendly menu interface
- window interface (The Most recent drivers are fully 3D/color with Flying dialogue boxes
- Pictures are viewable, in a window in 2, 16 color 256 mode modes including on graphics cards and the Falcon
- Sound support, if applicable
- Powerful search features, with "narrow down" option.
- Multiple text windows.
- Save, print, ...

ATARI CD MASTER supports the following CD–ROMS.

ATARI CD MASTER VOLUME 1

1– TIME ALMANAC OF 1995
2– TIME ALMANAC OF THE 1980'S (89–94),
3– TIME ALMANAC 1994 REFERENCE EDITION,
4– UFO I OR UFO II,
5– SPACE MISSIONS,
6– 1995 AUTO ALMANAC,
7– MPC WIZARD V2.
NEW WORLD WAR 2
7 NATURAL WONDERS OF THE WORLD
ALSO INCLUDED WITH THIS PACKAGE IS AUDIO–CD MASTER V4

ATARI CD MASTER VOLUME 2

HEALTH PACK.

1– Total Health, Body and Mind
a complete anatomy and physiology reference with pictures, literature, glossary
2– Pharmacist is a complete guide to over 7000 generic and brand drugs. It is a comprehensive, information packed CD–ROM. Gives you complete details on such as take a drug, when to take it, what happens when you forget, overdoses, alerts,
contains sections on First aid, abused drugs, drug classes and much more

ATARI CD MASTER, INFOPEDIA V2

INFOPEDIA 2.0

encyclopedia driver which is the latest addition to ATARI CD MASTER.
Infopedia v2 is the 1996 version of the 26 volume NEW Funk & Wagnalls complete encyclopedia with over 30000 articles, video sound and picture clips and animation, hypertext type linking, complete searching tools, ...

NOVA SCANNER DRIVERS

HP IIcx, 2P, 3P/C & 4P/C SCANNER DRIVER
MUSTEK PARAGON 6000/12000CX & 800/1200SP SCANNER DRIVER

These scanner drivers support the full capabilities of the above listed scanners, including up to 2400 dpi scanning, and up to 24 bit color (LineArt, Halftone grey and 24 bit).
They have a fully configurable preview window brightness and contrast setting, gamma correction, scaling, inverting, and much more. The drivers run as a stand alone program or accessory and can be used or open directly into programs via ODPS (such as Photoline, Pixart)

NOVA GRAPHIC CARDS

NOVA GRAPHICS CARD

Nova graphic cards are the most compatible and affordable graphic cards in the market. These cards are available for TT030, Falcon030 and MEGA STE, and offer you 64 bit performance in a blazingly fast resolution of up to 1280x1024 in True color (24 bit).

There are several combinations available such as 32 bit & 64 bit, and 1, 2 or 4 MB of DRAM and VRAM.

PRICE LIST

HOT DEALS ON NOVA CARDS: (DIRECT FROM THE DISTRIBUTORS)

	CND$	US$	
NOVA PLUS 32 (2MB MegaSTE/TT030)	549 00	399 00	(REG 455 US$)
NOVA PLUS 64 II (2MB, TT030/Falcon)	599 00	429 00	(REG 599 US$)
SUPER NOVA 64 (2MB Vram TT/Falcon)	599 00	459 00	

The classic card with 2MB of RAM offers 16.8M colors in 800x600 65K in 1024x768 and 1280x1024 in 256 colors, using an ULTRA fast 64bit graphics processor. Prices have been slashed for a limited time only
Call HOMA SYSTEMS HOUSE for other configurations and benchmarks.

SOFTWARE SPECIALS.

	CND$	US$
* PHOTOLINE	279 00	199.00
* ATARI CD MASTER INFOPEDIA 1996 w/CDROM	85 00	62.00
ATARI CD MASTER VOLUME 1	55 00	39 95
ATARI CD MASTER VOLUME 2	27 00	20 00
MUSTEK PARAGON 6000cx,12000cx Scanner driver	138.00	99.00
HP IIcx, 3C 4C Scanner driver	138 00	99 00
WW II CD & driver combo	32.00	24 00
7 NATURAL WONDERS CD & driver combo	32.00	24 00

* Also available from SYSTEM SOLUTIONS

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http://www.magmacom.com/~nima

• CHECK OUT OUR WEBSITE SOON FOR A MAJOR ANNOUNCEMENT!

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THE BEST FOR ATARIWARE

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Internet:
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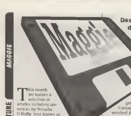
Despite the fact Maggie are not part of the 'trade', determined members of the team managed to get into the European Computer Trade Show



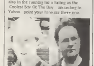
This month we feature a selection of articles including one written by Natasha O Reilly best known as Ripley the graphics artist from Reservoir Gods Her graphics feature in both the Maggie Falcon and ST/STe shells and show Maggie is not an exclusively male domain

Last year I managed to get into the European Computer Trade show held twice yearly in London, to bring news of the Jaguar console before it became widely available

Finally there s an amusing report from the Maggie 5th Birthday party written by Mike Noyce who has also written many articles for ST News

By the time you read this we should have changed our Internet Service Provider (ISP) from Demon to Zetnet but for the foreseeable future at least our web pages remain accessible at http://www.cybercomm.nl/-spoelma/maggie/maggie htm

We re proud to be listed amongst the Lycos top 5% of Web sites and we were also in the running for a listing as the Coolest Site Of The Day according to Yahoo point your browser there now



Richard Spowart and Chris Holland
The Maggie Team

Maggie have attended many different kinds of events all in the name of having a good time and to bring news of the latest developments to you One particularly memorable visit we gate-crashed the European Computer Trade Show (ECTS) and watched Atari trying to convince the sceptical trade and press how marvellous the Jaguar was. These extracts from our show report gives a flavour of those desperate times

The Spring '95 ECTS promised to be the largest such show yet with its new home at Olympia providing some much needed elbow and breathing room compared with the squeezefest of the previous show in Islington

As you might have expected the latest viewing of the Jaguar and assorted new games on show for the first time at the show were our top priority In pleasing contrast to the two previous ECTS visitations Atari decided to splash out on a proper stand with a large showing of new games In stark contrast to their hole in the wall hospitality suite approach at the previous spring show where you were truly privileged and blessed if you got inside to see the four or five games then in existence or the no show at all approach they deployed for the Autumn show Having some money to spend and some product to show no doubt provided the motivation Atari needed to attend the ECTS in force at last

At the time the Jaguar CD-ROM drive was making its UK debut and several units were actually up and running showing several pre-release games alongside several cartridge based games Rayman the thoroughly tasty TrueColor platformer was enjoying top billing and it looked rather more finished compared to its appearance at the previous ECTS and it was released shortly afterwards

Over in the fun corner two Jag machines were linked together playing the release version of Doom and I finally got to have a go on the Jag version It s noticeably chunkier compared with the PC version but the frame rate was comparable and playability remained high

Blue Lightning despite being a showcase CD-ROM game showed its 16-bit origins a bit too much There s probably more under the bonnet but visually it had that made on the SNES look to it.

I did lay my hands on a very early version of Soul Star the Mega-CD classic converted to the Jag This is a first perspective Afterburner style sprite scaler shooter the sort of thing the coin-op division of Sega usually dream up The graphics engine on this could spit more objects your way than there were business lunches being eaten in the hall but the depth of gameplay was nothing to write home about let s hope the release version is better

Highlander seemed very much in the same vein as Alone in the Dark but features a sumptuous TrueColor background. A fragmented sequence of clips showed early work on Varuna s Forces a complex looking role playing game but this one seems to have slipped quietly away following the Atari/JTS merger

We collected the handouts and freebies and perusing these after the show reached the conclusion we d amassed lots of glossy but fairly useless paper in fifteen languages seven of them variants of German the inevitable pens and badges a travel toothbrush and an Italian gamer magazine.

One especially ribcage-bending freebie was the tear-out-and-fold paper aeroplane a cunningly fashioned replica of the Amazon Queen supplied by Warner Interactive Entertainment (part of Time Warner) this made its test flight across the overpriced bar/snack area before being launched from the top balcony of the Olympia hall and came to rest near some suits below Imagining the scene where said suits were about to sign a contract with pen poised we didn t linger long enough to find out

The show was an appropriate showcase for Atari s hopes and ambitions but true to form the Jaguar bombed and sadly the sceptical press and trade pundits were eventually proven correct ✪

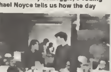
Chris Holland reviews the Joint Venture, Absence's final freeware demo on the Falcon scene ...

This final major work by German super-group Absence is a good send off Unusually for a demo of this type it fits onto a single high-density (HD) disk and unarchives onto a hard drive or large RAM disk. The demo leads you into a whirl of screen stretching and plasma bubbling effects backed up with a great soundtrack which seems better suited to a more dynamic series of demo effects than the ones we re presented with

As expected the standard of presentation is of the highest standard and meshes well with the apparently flawless coding Several tunnels and textures really do stick in the mind and the demo ends with an understated poolside scene with real rippling water This demo is different from but reminiscent of the Lost Blubb demo – a suitable farewell performance 78%

Maggie party

To celebrate the fifth anniversary ot Maggie, a coding party wee held, Michael Noyce tells us how the day went...



Most of this crowd, pictured at Symposium 96 attended the Maggie party

I received my official party invitation to the party held at the Rilton Hotel in Rushden Northants at which all kinds of events were planned The biggest event was to be the release of Maggie 18 and the new Falcon specific shell courtesy of Reservoir Gods I went on behalf of Richard Karsmakers who couldn t make it in the end as a contributor to his now discontinued disk magazine ST News

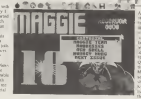
An early morning start meant I had to forego my usual Saturday morning lie in but fortunately I woke at 7:00 after a few hours sleep and by 7 50 I was at Chichester Railway Station catching the train to Wellingborough At Wellingborough I was waiting for Chris to turn up when I realised I didn t know what he looked like and vice versa! After several minutes looking at each other we figured it out

After a short fast drive to Rushden I was dropped off at the Rilton Hotel while Chris went off to fetch James Power Mathews The room where the party was being held wasn t difficult to find and soon I was with the other members of the party I put my bag in a corner and started to mingle as best I could which meant sitting next to the famous Reservoir Gods Someone eventually talked to me, and this turned out to be Richard (a.k.a Felice) who turned out to be a jolly nice talkative chap indeed It was also nice to hear some genuine feedback from a fellow Atarian about my articles (in both ST News and Maggie) I was shown some Falcon demos which left me unable to speak words other than Gosh or Amazing which resulted in me having a moan about my financial dire straits preventing the purchase of a Falcon!

I was shown the finished issue of Maggie 18 on the ST with the Falcon shell due to be finished later in the day Richard was kind enough to buy me a Coke and I stole a few glances at the impressive new Falcon shell as it was being worked on On the other side of the room some guys were involved in a SubStation competition so I spent some time looking at that Chris returned with the news that James Mathews (Top Byte) had got lost in Taunton which resulted in much mickey taking throughout the day and into the early hours but it was also disappointing he didn t make it in the end because he was intending to show off some new Top Byte software.

A vacant ST with Maggie 18 loaded had me sitting in front of it having a closer look at the contents Beside me Richard was at the keyboard of a laptop adding to the real-time article (which appeared in Maggie 19). It wasn t long before I d made my first entry Back on the Reservoir Gods Falcon some of their other stuff was being demonstrated Double Bobble 2000 looks and sounds very faithful to the arcade original Since the party it has been released as shareware and is still doing very well order a copy today

By mid afternoon people had come and gone. Ralph Lovesy of Impact Software had arrived with a copy of Team which was loaded on Reservoir Gods Falcon while they took a break from coding With premier league football being broadcast by the radio in the room things reached a low point partly due to the overwhelming afternoon heat



At some point during the afternoon a new CD drive arrived for Chris He was rather excited by this and it was quickly set up on an unused Falcon in the corner and we were soon browsing contentedly

My attention wandered to some people playing Stardust on another machine rather badly it has to be said I decided I d show em how it should be done and though I say so myself I did a pretty good job of showing it off well, at least got onto the second world!

As evening approached attention turned once again to finishing of the new Maggie shell All the people at the party were digitized using Expose and Apex Media which was a good laugh More people came and went as the evening proceeded and, thankfully the temperature started to go down as well Quiet celebrations abounded as the new Falcon shell version of Maggie finally appeared on the screen Things wound down a bit shortly before Richard Karsmakers telephoned to hear how things were going After that several very tired people fell into bed

I woke early Sunday morning and after Chris arrived back everyone was up and about by 10 00 revitalised with cups of tea and coffee Breakfast took the form of a birthday cake that had been bought for the occasion it was really nice!

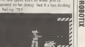
After some more copying and chatting it was my turn to leave with half of Reservoir Gods After dropping them at Northampton Station Chris took me to Wellingborough Station where we parted

I arrived home tired but content Once I d had a shower and a hot meal inside me I felt much better I thoroughly enjoyed myself over the weekend and had a brilliant time hopefully we ll do it again sometime in the near future... ○

Leon O'Reilly, Mr Pink of Reservoir Gods, enjoys Neurobotix a new Falcon only sharewere game...

Neurobotix is the first release from Dutch coding team Earchaeopterix Software It s a platform game which uses the Falcon s 256 colour mode The plot seems straightforward you re a large robot and you have to shoot things always a good recipe for a shoot em up game The sprites are huge and the whole thing has full screen scrolling through some sprawling platform levels

Despite being written in assembler the frame rate isn t as fast as you d expect and the graphics have a home-grown, amateur feel to them but this somehow adds to the appeal of the game The sampled sound FX are satisfyingly loud and clear This game is shareware with a sensibly priced registration fee The author is committed to supporting the Falcon so do encourage him by registering your copy Neurobotix reminds me of some classic 8-bit games you re not quite sure of what you re supposed to be doing but it s fun finding out Rating 72%



Scoring with Cubase

AtariPhile by the FFF

AtariPhile #4 saw the beginning of a regular MIDI page by Owen Philp This was supplemented by the first in a series of Music In MIDI articles aimed at the musical novice To complete AP's first steps into MIDI we featured an article by Keith Turner-Cairns (of Cubase CD fame) and this is the article Joe Connor selected for these pages

The article was too long to include in its entirety - one of the advantages disk magazines enjoy is the ability to let articles run to their natural length Happily the article does divide neatly into sections so the 'Reference section has been split off and included on the Reader disk. Naturally you can read the complete article in AtariPhile #4

All issues of AtariPhile are available by sending an SAE disk and two stamps per issue, one for return postage one towards our costs to 11 Pound Meadow Whitchurch Hants RG28 7LG England

Don't forget to say which issue/s you require! The current issue can also be read online or ftp'ed from the relevant addresses below Please note our email address has changed

URL http://www.walusoft.co uk/fff/
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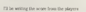
AtariPhile#5 should be published towards the end of February and will be (as usual!) full of interesting features articles and reviews including two new serialised tutorials Mark Wherry starts an HTML tutorial and Robert Goldsmith begins a BASIC coding tutorial Adam Foster continues the POV raytracing tutorial and Kev Beardsworth finally gets to publish his archivers feature (postponed from AP#4) For Falcon owners we have our own review of Nemesis and Domhnall Dods takes a look at the Bird of Prey CD

Colin Fisher McAllum

Producing scores is a state of mind There are rules but the purpose of the score is to get a player to play what you want. It's up to you to be clear and to understand what players and instruments can and cannot do Most players can cope with a few technical errors but they cannot read your mind

Simple directions are useful For example use English instead of the proper Italian expressions things like slowly fast sadly smoothly dance beat and so on really help players understand how you intend the notes to sound

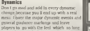


I'll be writing the score from the players point of view and Cubase is perfectly capable of handling this

There are some common mistakes which typically find their way into scores so let's take a look at them first Your understanding of each specific problem and any restrictions will affect the final result and its playability

Dynamics

Don't go mad and add in every dynamic change because you'll end up with a real mess over the major dynamic events and general guidance markings and leave players to go with the feel which so long as you have marked the overall feel, should be enough



Process Accents

Now you can double-click your dynamic markings and alter the midi data. Cubase has two types Process Crescendo (double-click a Crescendo marking) and Process Accents (they don't mean accents that's a mistake they mean Dynamics anyway double-click a dynamics marking)

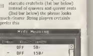
> **TIP** Cubase Score includes a function accessed by double-clicking a dynamics symbol which allows the midi data within a range to be altered First of all we need to go through the entire arrangement and make all notes maximum velocity To do this use the 'Select All' option in the Arrange window followed by the Transpose Velocity selection in the Functions Menu Set it to 127 then click Do

The recommended amounts are set up by default and they're about right. By doing this you will get an overall feel whether your dynamics are close to your requirements and fairly sure players will get close assuming they are blessed with ears

> **TIP** Don't forget the [Alternate] key Holding it down whilst inserting dynamics inserts them on ALL tracks in edit

Staccato, Pizzicato and Harmonics

The use of the staccato symbol is frequently forgotten when scoring Essentially the player will play the note in the score by about half its written length Often this is very useful to clean up the score Most instruments can make very little difference between a quaver and a staccato crotchet so by using staccato crotchets (1st bar below) instead of quavers and quaver rests (2nd bar below) the phrase looks much clearer String players certainly prefer this



Midi Meaning

[illegible]	[illegible]	[illegible]
	OFF	50%
–	OFF	150%
A	125%	OFF
	125%	OFF
•	OFF	OFF
V	OFF	OFF
⊓	OFF	OFF

If you need to change the midi data to make the notes longer for clarity as mentioned above you can still get Cubase to play a shorter note by activating Midi Meaning This function is designed for this very purpose In the Options menu in score edit select Midi Meaning click the active button and alter the set up as shown here Now Cubase will play all notes with a staccato symbol 50% shorter

With pizzicato unless the music is very quiet where the difference between a pizzicato quaver and a pizzicato crotchet can be heard (especially on cello) there is also little point having rests adorning the spaces between notes (2nd bar below) The notes may as well fill all the bar space (1st bar below) as a string player will tell you that they can't play a long pizzicato note anyway and it looks much clearer

One slight error in the Cubase manual (chapter 11-8) shows a small circle as the symbol to go above the note to represent Pizzicato in the symb 1 pop-up menu Modern players now use this to indicate harmonics with Pizzicato written in as pizz. and terminated with the written arco

TIP Don't forget the [Alternate] key holding it down whilst inserting Staccato symbols (in fact any symbol related to notes hence the little note next to the symbol) will insert them on all selected notes very useful.

Slurs

Slurs form an essential part of the phrasing If you are a guitarist slurs start when the note is plucked and span over the notes that are hammered on or pulled off All instruments have the same principals but different methods

Strings start the bow at the beginning of a slur and keep the bow moving throughout the notes within the slurs Remember when strings have to play very loud the shorter the available time in the slur is because the player tends to bow faster with greater pressure to produce the volume. Very good players can change bowing direction in the middle of a slur without any disturbance to the sound but you have to decide if it s worth risking it

Tone production on all wind instruments is kicked off' by the player forming silently the syllable tu This is called tonguing The first note under every slur is tongued and detached notes are tongued individually Again remember more volume requires more wind so don't expect a wind player to be able to take a long slurred phrase at high volume in one breath

TIP If you are good at programming your synth and sequencer you can set up a controller to shift the start point of the sound later so as to miss the attack part Switching this controller before and after every desired slur isn't easy but the realism achieved is worth the effort

Keyboard players especially pianists can't always do much about slurs because every note has to be played with the same hammer action Old analogue synth manufacturers were aware of this and used the retriggering system to enable slurs to be played Modern keyboards are pretty poor at this type of expression and is the most common cause of music on Cubase sounding sequenced or mechanical

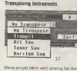
The other exceptions to the rule are some percussion, the harp and (surprisingly) the Trombone Problems exist if you want smooth legato and slurs from the trombone because the player really has to tongue every note Using the slide is precarious and sometimes impossible because the purpose of the slide is NOT for making slithery glides (see Trombone later) Most of the time the best most players can do is tongue a D sound instead of a "T" to soften the attack of the note.

When scoring for almost all instruments slurs are vital for expression But remember on the Cubase symbols menus the slurs and ties look almost the same the slurs are the fatter ones

TIP Entering slurs can take ages Cubase Score has a trick up it's sleeve for this (and many other symbols) First select the group of notes to be within the slur by dragging a box over them don't worry if you also select other non-note items such as the slanted beams and so on Cubase ignores them.

Now select the slur symbol from the symbols menu press [Insert] on the keyboard and a perfect slur appears This can really speed things up the same method can be used for accents staccato etc Take care not to hit the [Delete] key which is uncomfortably next to the [Insert] key

Transposing Instruments



25

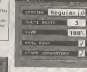
Many people falter with scoring for these instruments and now modern instruments are musically fluent it s no longer essential An instrument in B flat (trumpet clarinet) will sound a B flat when the score has a C written All instruments names for example, a French horn in F refer to the note they sound when you write C on the score From this you can work out what notes to add to the score to get the desired sounds

With Cubase this presents a problem because the midi data is playing your sound device, but the score needs to be transposed There are two ways of getting around this

1 Use the Staff Settings Display transpose to set the display to the correct amount of semitones above or below the actual sounded pitch A few are included in a pop-up menu or you can set the display transpose box yourself Don't ask me why Steinberg only included presets for trumpet and alto tenor and baritone saxophones but see the Instrument table for a more complete guide
2 If you intend to regularly score for brass woodwind and saxophones etc transpose the sound permanently in your sound generating device That way the midi data will always be correct for the score and the device although it will play havoc with other peoples devices not to mention your keyboard playing!

However it will help relating to players in the future Don't forget to tune in the opposite direction from the chart shown later

Parts and Masterscores



Spacing: Regular
Multi Rests: 3
Size: 100%
Real Book: ✓
Staff Seperators: ✓

First, the best looking and efficient Page Mode setting is shown here the REAL BOOK setting makes the clef appear only on the first line of the page and the 'thin bar lines setting really helps to make the notes stand out more especially when output to printer try both settings and make your own mind up

Masterscores with all parts appearing can easily be sorted out by using the auto layout function Set the number of bars per line in the Global Settings first a high number (around 8) saves space wherever possible

Individual parts are quite a different matter Often they are more personalised than the master score although the music is supposed to be the same Usually only the notes for one instrument is included but they can be split for example, four trumpets on the same staff leaving the players to sort out their pecking order

For example cue notes (smaller than normal) in addition to written words for the occasional lyric can be used for the players reference or to let them know when other instruments come in Don't be afraid to add cues especially when there is a repetitive section put in a bar count when there are more than 4 bars rest Make sure they are clearly away from the notes and use a different font to distinguish them from musical instructions

Most important is page turns Allow at least two bars of rests at the end of the page if players are expected to turn the pages themselves This can be a nightmare

There s a reference section on the Reader disk which explains how to score for some of the more awkward instruments The instruments covered are the french horn, trumpet trombone tuba and drums

Keith Turner-Cairns

INSTRUMENT CHART EXTRACT

The chart is ordered in the usual order instruments appear on the master score.

Instrument	Nat.Key	Write	Sound	Trans	Clef
Flute	D	C	C	0	Treble
Oboe	C	C	C	0	Treble
Clarinet	Bb	C	Bb	+2	Treble
Bassoon	F	C	C	0	Bass
French Horn	F	C	F	[illegible]	Treble
Bass Trombone	G	C	C	0	Bass
Saxophone (Alto)	Eb	C	Eb	+9	Treble/Alto
Violin		C	C	0	Treble

Calamus on the Mac

With the demise of Atari as a computer developer, their once-dedicated users have had to look towards other platforms for the latest developments. The Apple Macintosh and Pentium PC have been a natural choice, and the wisdom of this decision has been underlined with the advent of the MagiCMac and PC TOS emulators.

In keeping faith with the growing number of users who are migrating towards these platforms, we have extended our support to include those using Calamus in conjunction with MagiCMac & PC operating systems by adding both platforms to our own in house systems. Whilst in the main this has been a simple process there have been a few hurdles to overcome and we hope this article may be helpful to others intending to follow this path.

Which Mac should I go for?

There are two avenues open to a potential user wishing to migrate to the Mac and use MagiCMac. Firstly there is the original range of Macintosh machines having the Motorola 68000 family of processors at their heart (known as 68K in Mac circles) and include the 68020, 030 and 040 chips. The second choice is the new generation Mac family, the PowerMac. These use the Motorola Power PC chip which actually emulates the 68K chip. Whichever machine you choose (both use System 7 which MagiCMac requires) will require at least 8Mb of memory, although 16Mb appears to be the standard starting point especially on the PowerMac.

Thumbing my way through the latest Mac mags I have found that the secondhand prices for 68K Mac seem to vary between about £300 for a Mac II with monitor (68020, 8Mb RAM, 500Mb HD) to £700 for a Quadra 840AV with monitor.

The machine I purchased was a secondhand Quadra 840AV(AudioVisual), which has a 68040 processor running at 40MHz, 16Mb of memory, 500Mb hard disk, a 4x SCSI CD Rom and it utilises the latest version of System 7. According to my sources this is the fastest 68K Mac made and easily equals the Medusa 040 (German TOS clone) in performance. The only additions I had to make to the system were the purchase of an Extended (full size) Keyboard and a two button mouse (more on that later), both of which are required to enhance the use of MagiCMac and most of the Atari packages used.

All Systems Go.

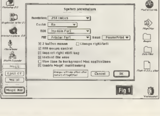
So, you have chosen your Mac and you're ready to install MagiCMac onto your system. This is a simple process which includes the adjustment of system settings such as colour resolutions, selected drives (including the internal CD ROMs and external Drives), modem, printer and memory allocations all of which can be re-defined at any time thereafter (see *Fig 1 below*). Whilst on the subject of drives, partitions can easily be emulated by creating folders within the MagiCMac folder. For example, a folder called 'C Drive' will act as the root directory where the Auto folder (containing Auto programs) and Desk Accessories can be placed and run-executed (as with C partition on a normal Atari drive).

By now you should be up and running and you can start copying files over. This operation is as easy as inserting a disk into the drive and is assisted by the use of an invisible System 7 utility called PC Exchange. This utility allows the Mac to read and write PC files via any PC formatted drives including floppy disks formatted on the Atari (TOS 1.4 & higher).

Once all this is done you can start to familiarise yourself with this new environment. For anyone who uses MagiC on the Atari they will find very little difference between it and the MagiCMac version, even the the built in version of Ease will hold no surprises. However, should you wish to use NVDI, then you will need a special version to work with MagiCMac. As with the Atari version, this valued optional extra speeds GEM screen redraws and offers the use of vector fonts technology. In addition, NVDI for MagiCMac can also utilise the Mac's own TrueType fonts and allows the use of higher resolutions. Without NVDI, MagiC is confined to working at only 640 x 480 in 256 and 32,000 colours or 640 x 400 in 16 million colours. Another reason for including NVDI on your system is to assist printing. As the Mac uses its own method of printing called AppleScript, NVDI offers an avenue to print from within MagiCMac and supports a large number of AppleScript printers. Alternatively, if you wish to use a parallel printer with the Mac, you will need to invest in a Power Print cable. This is an Applescript to parallel converter and allows PC/Atari compatible printers to be used by both the Mac and MagiCMac. This is a necessity for anyone using Atari applications which utilise their own printer drivers such as Calamus SL and DA Vector/Layout.

Calamus OK.

As you would expect, using Calamus SL on MagiCMac appears to work just as well as it does on the Atari. However, once you start using it within the true colour environment, you will see how good Calamus is at what it does and your colour art work will appear so much crisper, with instant screen redraws. Printing from within SL also presents no problems, especially when using a parallel printer via Power Print with the Interface settings within the



System parameters

Resolution: 256 colors

Cache: 8k

SER: Modem Port

PRT: Printer Port   Baud: PowerPrint

☒ 2 button mouse   ☐ Change right/left

☒ ANA mouse control

☒ Support right shift key

☒ Instant file save

☐ Give time to background Mac applications

☒ Enable MagiC multitasking

Changes will take effect after restart of MagiCMac

Fig 1

Print Dialogue, switched to 'OTHER' However there are a few problems when it comes to using AppleScript printers, as SL does not come with suitable printer drivers Don't panic', there is a solution at hand in the shape of a (rather costly) NVDI printer driver from Adequate Systems (see issue 6 of Calamus User)

It is not until you start using both operating systems that you discover how powerful this co existence is A good example was when I output a Text frame containing colour text as a 24bit colour Photoshop file at 720dpi using the Bridge module I switched to the Mac environment where I started up Photo Shop and opened the aforementioned file Once loaded I started to experiment with several of the tools and special effects (*see Fig 2 below*) Once I had finished there I saved the resulting artwork back out as a Photoshop file and re-imported it back into SL (*see Fig 3 opposite*) After processing the frame through the StarScreening module, SL printed the document to an Epson Stylus Color inkjet resulting in an impressive printout

As I mentioned earlier, I had to purchase a two button mouse. This I found to be a necessity, particularly when using Ease and SL Life is so much more difficult when trying to work with Apple's own one button mouse The mouse I opted for was a Kensington Thinking Mouse which actually has four programmable buttons and is by far the best mouse you can buy for use with MagiCMac

Useful Additions

If your wallet won't extend to a copy of Photo Shop, don't despair The Atari based, Photoline from Systems Solutions offers very similar features all at a fraction of the price In addition, the Mac has plenty of equally competent shareware packages which can do the job One such program is a graphic art package called Graphic Converter (version 2.6) It not only handles all the major PC and Mac bitmap/vector based formats but also many of those used on the Atari including, surprisingly enough, the colour and mono Calamus vector files Unfortunately Graphic Converter can only handle CVG files on import but this useful program is a must for anyone using graphics

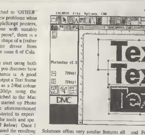


Fig 3

What else will work?

Whilst this article looks at using Calamus SL with MagiCMac, I felt that I couldn't finish without a word on some other programs that will work So far apart from SL, I have tried DA Vektor Pro, Outline Art 3, Type Art, Papyrus Gold, Superbase Professional Two-in-One, Everest, and Fonty without experiencing any major problems However programs such as Calamus 1.09/1.09n will not work even though MagiCMac can support Atari hi- resolution (640 x400 in 2 colour)

A word of warning.

On a final note I must warn anyone thinking of migrating to the Mac to stay well away from the Compact Macs These machines use the 68000 processor and offer only limited memory expansion, so that MagiCMac users will experience no resulting benefits over the existing Atari machines (for more information contact Systems Solutions)

In the next issue I will be writing about my experiences of using Calamus SL with MagiC PC so, as they say, watch this space!

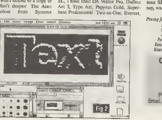


Fig 2

Pricing for setting up MagicMac
MagiCMac inc Ease £349.00
NVDI for MagiCMac £ 69.95
MagiCMac & NVDI £ 395.00
Power Print Cable £ 99.00 or less
Kensington Thinking Mouse £ 54.00
Kensington TwoButton Mouse £ 39.00

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Email. caluser@cix.compulink.co.uk

QUESTIONS & ANSWERS

PC IDE for me?

You said a 3.5" IDE wouldn t fit inside a standard Falcon casing which came as a surprise to me because I have had a Quantum Maverick 540A 3 5" IDE drive inside my standard Falcon case for almost two years now powered by the Falcon power supply

If I remember correctly I had to cut one of the plastic mouldings for the case screws off modify the 2.5" drive mounting bracket and buy a 2 5" to 3 5" cable adapter which included a power plug and lead To date I have had no problems with it and it s much quicker than the 65Mb Seagate that came fitted in my Falcon

Mike Wilson via the Internet

Crash landing Falcon

I have been very happy with my Falcon but recently it has been causing me nothing but hassle. The first program I run always crashes with two bombs when I quit although subsequent programs run without any problems at all

atari.st conference, CIX

There is no definitive answer but there are several things to consider

- Clash between Auto folder programs and/or desktop accessories To find the culprit boot up without any programs and add them one by one until the problem resurfaces
- Try deleting/renaming your NEWDESK INF file from the root directory of your boot drive/partition and resaving the INF file which may have been corrupted
- If you re unlucky it may be a hardware fault

Denesh Bhabuta

Junior Faxing

I am having trouble getting Junior Office to work When the modem kicks in it doesn t dial except it makes a nasty bleep and times out I have set up all the configuration files and the Class 1 Fax MTX file. Any ideas what I could be doing wrong? I have set up all the numbers in the address bit and the modem code is set to ATD

D Diamond Scotland

This seems to be the most reported problem with Junior Office You need to set the modem dial-string (in Module/Configuration/Modem) to "" (an empty string) and all should be well.

Steve Taylor

Junior Faxing 2

I've just got a US Robotics 33 6 voice fax modem which doesn t seem to fax anything My older modem faxed fine with JO! The fax light flashes but it doesn t dial

Bruce Oldfield via email

Your new modem may support a different fax class than your old one If it supports both Class 1 and 2 you should use Class 1 by preference To test this type AT+FCLASS? in a terminal window or alternatively get SYSINFO (programmed by TOAD) from a PD library

Steve Taylor

Hardware Syncfix

I installed Syncfix on my falcon and was initially impressed no more flickering on screen while viewing JPEGs! Unfortunately it didn t work with a FLI/FLC/FLH player or a DSP replay program from BITMaSTER so I had to switch it off Maybe it is a problem with the vertical refresh or the software is out of date?

Karel Rous via NeST

The VGA sync bug is an annoying problem where the Falcon produces two or more vertical refresh interrupts on every monitor refresh instead of just one. It doesn t affect all Falcon/VGA combinations but seems to affect many cheaper 14" VGA systems

If you can see tiny 'flicks near the top of the display your monitor is affected More seriously this problem interferes with the timing of graphical applications such as movie players games and any program where the vertical refresh is an important factor For example if a game depends on 50 70Hz refresh and it thinks it s getting 100-140Hz instead the game runs at twice the expected frame rate which isn t ideal!

It also interferes with image viewers (including mine) and isn t easy to programme around it in software BUT there is permanent hardware alternative to using Syncfix

(Ed Atari Computing does not accept liability for any damage that may arise if you decide to perform this modification)

1 Throw away Syncfix it only works with GEM stuff
2 Dismantle your Falcon
3 Locate the three black inductors leading to the monitor port
4 Remove all three inductors from the Falcon PCB
5 Replace the inductors with 75ohm resistors
6 Reassemble your Falcon

Hey presto, no VGA sync problems ever again! Oh, keep the inductors they can be useful for other mods

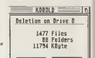
Doug Little BSS

VERTICAL SYNC PROBLEMS

If your SM 124 picture starts to roll and the vertical hold preset cannot steady the picture try replacing C601 (a 0 1ufd 50 VDC electrolytic capacitor) located by video lead connector I used a ceramic decoupling capacitor because my nearest component supplier is over ten miles away

Bob Calverston

Kobold chaos



KOBOLD

Deletion on Drive D

1477 Files
88 Folders
11794 KByte

I ve just accidentally deleted 4500 files from my EZ135 drive using Kobold! I wish I d read that dialog more carefully! Has anyone had any experience of batch undelete programs?

Mal Riley atari.st conference, CIX

I ve done the very same thing with Kobold! The problem with most batch undelete utilities is they don t make intelligent decisions

If you defragmented your files recently your chances of a complete salvage are improved Typically undelete utilities assume all files are contiguous Bearing this in mind the following step-by step procedure is worth following

- Undelete anything which is less than or equal to one cluster (typically 1024 bytes but can vary with partition size) These files cannot be fragmented so the only risk is undeleting previously deleted files which had been overwritten with something else. Directories are usually < 1024 bytes
- Next undelete files which are least likely to be fragmented For example, the oldest files written to the disk (before anything was deleted) or files written prior to the last defrag session
- This leaves files which may be fragmented Normally undelete utilities will not be able to recover these because they cannot see enough contiguous disk space starting from the start cluster Leaving these until last makes it easier to follow these files around the gaps left between the files already recovered

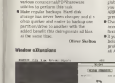
Joining fragmented files back together takes practice I use the KnifeST disk editor and after looking at enough files you ll learn to recognise file end clusters which in some cases may still have include the disk format pattern and the last byte may well be a null byte both good indications you ve got the right pieces Backup data files are a real pain because they make it more difficult to join up the right clusters for the current file and they're redundant anyway!

Obviously if you have taken precautions you'll stand a much better chance of recovering all your data when the worst happens

- Use Diamond Mirror every computer session to save the file allocation tables (FATs) If the worst happens you have a record of where each file was on the disk
- Defragment your disks regularly and keep a note of the date There are various commercial/PD/Shareware utilities to perform this task
- Make regular backups Hard disk storage has never been cheaper and it's often quicker and easier to backup one partition/drive to another with the added benefit this defragments all files at the same time.

Oliver Skelton

Window eXtensions



Before using MagiC I considered WinX a must have utility adding desirable extras to GEM windows and TOS Under MagiC I'm missing some of the WinX features is there anything similar for MagiC users?

Simon Evans Reading

WinCom (Window Commander) is what you need. It offers extra window functions via the mouse and hot-keys along with the real time functions available in WinX. WinCom offers many other useful features and runs under all MagiC versions since MagiC 2 including MagiC Mac/PC WinCom is shareware. Registration costs £10 in the UK via Andrew Lee (ajl@cix.co uk)

Denesh Bhabuta

ST-Guide crashes

I've installed ST-Guide from AC#1 as an accessory on my hard drive partition C After selecting ST-Guide from the Desk menu the ST-Guide intro page is displayed but as soon as I use the mouse to scroll or select links my machine immediately locks up and I have to reboot Am I missing something obvious?

Peter Buchan Blackpool

There are several possible reasons for this behaviour To figure out the precise reason on your system proceed as follows

- Rename ST-GUIDE INF to ST-GUIDE.INX (so ST-Guide can't find it) and reboot Now try the links buttons and scroll bars If ST-Guide is working properly there was something wrong with your INF file so you'll need to into a text editor read it carefully and set the relevant options
- If the links and buttons work but using the scroll bars locks up the machine your TOS version suffers from an AES bug which affects any desktop accessory like ST-Guide which run in a window The bug can be patched globally using various PD utilities but if you're only using ST-Guide activate the ARROWPATCH fix by removing the preceding # in ST-GUIDE.INF
- Change the running order of your accessories so ST-Guide doesn't run first.
- If you're still experiencing problems get hold of a copy of NVDI which cures the problem and gives the screen display of all Atari systems a much needed boost

Joe Connor

Outside with Papyrus

I use Outside on my 4Mb Falcon with Papyrus and lots of other programs The Auto folder running order seems to be the most important factor (see below)

Also make sure the Allocate TT RAM and Load into TT RAM flags of every program you use are set to ON otherwise the program will crash under Outside with an Out of Memory error

Now after loading all your Auto programs including Outside check to see how much ST RAM you have free then set Outside to use ALL of this apart from 25Kb This should result in optimum performance

Auto folder running order

AHDI	Hard disk driver
STOOP	Font manager
FPATCH2	TOS patch program
NVDI	
OUTSIDE	
JPEGD	JPEG DSP decoder
STARTGEM	[illegible]
DRVIN	HSMODEM
[illegible]	[illegible]

Roy Goring, Wessex Atari Group

Bad Printing

I have an STe which prints perfectly when connected to a HP DeskJet 500 printer However when I connect a Panasonic KXP1081 9 pin dot matrix it won't work

The printer is not at fault because it works perfectly connected to a different STe and two other STFMs The problems persist even outputting ASCII so it's not a printer driver problem either

ataricomputing conference, CIX

These symptoms normally indicate a damaged Yamaha sound chip (which doubles up to drive the printer port) This chip can be damaged by inadvertently plugging the printer into the ST with the power on BUT since your machine works with the Deskjet it suffers from a different problem In some machines the Yamaha chip is unable to provide enough current to drive some printers One solution is to buffer the Strobe output by fitting a small signal PNP follower transistor in the printer lead (ST Strobe output to base collector to earth, emitter to printer Strobe input) An easier solution is to get hold of a 'Printer booster' Paul Rossiter can supply these contact +44 (0)115 968 1870

Joe Connor

Web Graphics

I am designing web documents using my Atari and want to include some of my own designed graphics on them So far I been unable to create interlaced GIF files Is there any Atari software to do this?

ataricomputing conference, CIX

Yes here are two options for starters

- The current CAB distribution includes a TTP utility called TransGIF simply Drag&Drop the GIF onto the TransGIF icon
- Imagecopy v4 can save transparent GIFs contact the FaST Club on +44 (0)115 945 5250

Denesh Bhabuta

Mini Atari Computing

I have just purchased cheaply an Atari Portfolio Is there any program available which will let my ST communicate with the Portfolio?

Derek Jones via email

Yes there are various comms utilities to exchange data between a Portfolio and ST Contact Paul Finch who runs the Portfolio Club at Portfolio Club (UK) 16 Cedars Road Morden Surrey SM4 5AB or by email at finch@parliament uk

Denesh Bhabuta

SYMBOLIC LINKS VERSUS FILE ALIASES

The MagiC OS [illegible] support for symbolic links but there is general confusion about how to use them and how they differ from file aliases

Consider a file called ABC.TXT on drive C If you create a symbolic link of that file called 123 TXT and save it elsewhere both files will appear as real files on the desktop in the file selector and everywhere else and changing one changes the other

Creating file aliases is normally a feature of desktops (Thing MagXDesk, Neodesk etc) where an alias of ABC TXT can created and handled as a desktop object dragged to other icons windows etc Aliases do not exist as real files and merely serve as pointers to the original file, move the original file and the alias no longer works

Mario Becroft, Auckland, New Zealand

Switch is best

I vaguely remember reading somewhere I should turn my Monitor on first and off last to save damage to it. Is this correct?

A R HULL Surrey

There are various reasons for this line of reasoning

- On start-up the ST polls all its ports to discover what s connected and all peripherals need to be switched on for this to be effective. The most common evidence for this was with the original Deskjet printers which would not be found by the ST if they were switched on second.
- There is a risk of a power surge from any one of the peripherals when they are switched on that may blow the port on the ST that it s connected to Turning on the peripherals first ensures that the ST remains safe

Despite the above reasons many Atari users get away with switching everything on and off at the wall socket You might choose to do that but I couldn t possibly recommend it!

Harry Sideras

UDO Doesn't!

UDO Source Configuration Options Help
Source
Dest
Status Ready
Convert

I ve tried the UDO to HTML conversion and frankly I am disappointed. The number of HTM files created must be a joke! Every node subnode etc creates a separate HTM file!

Tim Marsh London

Since UDO v5 new commands !html_merge_nodes !html_merge_subnodes and !html_merge_subsubnodes have been added to improve this situation.

Furthermore you can tell UDO via !htmlname how to name a file containing a chapter UDO is also available for DOS/Windows on the PC and Linux. Versions will soon be available on for the Mac and Amiga platforms

Denesh Bhabuta

Weird Files

I ve just started using the internet and have been trawling the many software archives available I understand that software on-line is compressed and and we need to use the appropriate de-archiver once the file is downloaded However I have been totally stumped by the MSA extension that some files have. What is this and how do I view these files?

John Stevens via email

MSA stands for Magic Shadow Archive which is a way of compressing whole floppy disks (including their boot sectors) into one file Magic Shadow Archiver is now at v2.3 and lets you decompress these files usually creating bootable floppy disks in addition to creating new MSA files Make sure you have a blank floppy disk per MSA file to hand when you come to extracting them

Denesh Bhabuta

Atari on the move

I have had to sell my trusted Atari and buy a portable PC I would still like to use Atari programs What options are open to me?

Bryan Buchan via the Internet

You have three options One is a software version of the Gemulator available for Windows 3 11 and above This needs a copy of MagiC (v2 or v4) as the operating system Gemulator is available from from FaST Club contact +44(0)115 945 5250 Alternatively you may go directly for MagiC PC the MagiC operating system for Windows95 For more details contact System Solutions on +44 (0)181 693 3355 The final option is TOS2WIN for Windows 95 and Windows NT from AIXIT in Germany This is a software emulator and currently only available in Germany If you have access to the Web point your browser to **http://www.aixit.com/**

Denesh Bhabuta

Atari PC Disks

I have a PC owning friend with access to the Internet I have an Atari 520 ST with 1Mb of RAM and would like my friend to download some games from the Atari Indexes online He mentioned that the Atari disk format is different to the PC one and that he would use RAWRITE (this program should write to the disks sector by sector ignoring their current format) which is distributed with many Linux installations This is getting a bit too technical for me Will using RAWRITE work or are there any alternatives?

T Roy Lancashire

No need to go to all that hassle Simply use standard 3 5" Double density floppy disks formatted to 720K on a PC The ST is capable of reading these 9 sector/80 track discs so you can just copy the files straight onto the floppies like normal files

Denesh Bhabuta

GOT A PROBLEM?

Our team of experts are on hand to solve almost anything you can throw at them Send your questions to Atari Computing Q&A "Rois Bheinn Overton Cresent, Johnston PA5 8JB or email ataricomputing@cix co uk. While we will do our best to answer your question within the pages of Atari Computing we cannot enter into individual correspondence

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Internet File Archive Containing all CyberSTrider shareware files and more for free download via the Web

PO Box 78, Manchester M21 8SJ, UK
danesh@cyberstrider.org
http://www.cyberstrider.org

(Please note CyberSTrider is closed for a month 20 March to 20 April)

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The Atari Portfolio the really Portable personal Computer....

Yes the amazingly compact DOS based Portfolio is small enough to fit in your hand yet is powerful enough to offer you facilities you'd expect to find only on a full sized desktop or notebook. It will work for up to 6 weeks on three AA batteries (also runs from optional mains adaptor) How's that for portability? The Portfolio works in 3 languages, English, French & German. Comes complete with 6 built in DOS applications installed on ROM.

They are

Lotus 1-2-3 compatible spreadsheet. Full text editor-Calculator Address book-Phone dialler Appointments Diary.

With additional Interface cable & software the Portfolio can easily be connected to your ST, PC or Apple Mac for file & data transfer. We offer not only Portfolio machines, but also a wide range of accessories & peripherals for you to get even more from the really Portable PC...

For more details write, phone or fax us today at

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Tel 0181 286 8990 (Home)
Fax 0181 241 6450

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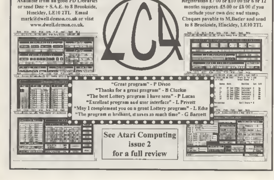

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See Atari Computing issue 2 for a full review

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FaST Club

[illegible]

#4
Jan 97

Fonty

☐ A fully featured editor for Calamus CFN-format fonts. Features include: full set of drawing tools, grids and guide lines, manual and automatic kerning, backgrounds for tracing from a picture or a GEM font, and a full-feature calculator for manipulating fonts with Fonty can also convert Postscript type 1 fonts into Calamus CFN fonts

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For details about these fonts see the FN disk section in our catalogue

MouseTricks 2

☐ Gives you complete control over the speed of your mouse, allocates functions to the right mouse button, can configure itself for each program that you use. MouseTricks also contains a screen saver, a text reading utility (Big ST - a virtual screen bigger than your monitor) and it supports the use of PC compatible serial mice.

Was £14.95 - Now £6.95

Introducing Machine Code

☐ An excellent book that takes the complete beginner step by step into the secrets of programming the ST. The accompanying disk contains a complete programming package - there is no need to buy a separate assembler or resource kit

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X-Change

☐ Comprehensive vector graphics file conversion utility that converts between

- Calamus Vector Graphics (CVG)
- Deline Art (DL)
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- Windows Metafile (WMF)
- WordPerfect Graphic (WPG)

Was £14.95 - Now £9.95

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☐ Imagecopy 4 has highly sophisticated easy-to-use printing facilities that get the very best out of your printer. It will print pictures in black and white or colour on all popular printers: 9 pin, 24 pin, Stylus, BubbleJet, DeskJet and LaserJet

Copy images from screen, display images and run slide shows on any ST, TT or Falcon

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Page Layout options allows multiple images to be printed on one page - great for letterheads, invitations, greeting cards, etc.

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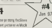
(Includes a free copy of Textstyle!)

Textstyle



☐ Enter your text into Textstyle, select a font, add effects and the resulting picture file can be imported into a whole range of packages. Great for generating headlines for wordprocessors or use it with Imagecopy and/or an art package to make posters, banners, greetings cards, etc. Thousands of uses

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Gemulator 96

The Atari ST/STE Emulator for Microsoft Windows

New Features

➢ Gemulator 96 runs TOS 1.4 or 2.06 and MagiC 2 or 4 on Windows 3.1 and higher. You no longer need to buy the Gemulator ROM Reader card in order to run Gemulator

➢ It's even faster. On average 10% to 20% faster than Gemulator 4. The hardware required to emulate the full speed of an Atari TT computer (32 Mhz 68030) has dropped from a 90 Mhz Pentium to a 75 Mhz Pentium

➢ Direct X full screen mode. Windows 95 and Windows NT allow Windows programs to go off the whole screen. When used in full screen mode Gemulator can run faster by by-passing Windows and writing directly to the VGA card.

➢ It's even more compact. Gemulator 96 only needs six megabytes of RAM to emulate a true megabyte ST under Windows 95

➢ Gemulator 96 runs under Windows 3.1, Windows 95 and Windows NT on 386, 486, Pentium, and Pentium Pro processors

For more details about Gemulator write or phone for a free copy of our new Gemulator 96 brochure.

☐ Gemulator 96	£ 49.95
☐ Gemulator 96 Upgrade	£ 19.95
☐ Gemulator 96 ROM Reader Card and TOS 2.06	£149.95
☐ Mag C 2 for Gemulator	£ 39.95
☐ Gemulator 96 demo	£ 1.25

(Needs a copy of Mag C)

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Was £14.95 - Now £5.95

3D Calc Plus

☐ 3D Calc is a true 3 dimensional spreadsheet with an integrated editor and programming language, graphics and extended statistical functions. It will rapidly generate bar and line diagrams, pie chart, multiple bar and line graphs, stacked bar graphs, function graphs, etc. 3D Calc needs one megabyte of memory

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E&OE. All offers subject to availability

SCORPIONRY

The Art of Mastering the FALCON

Afterburner

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- *RAM expansion up to 64MB*
- *Expansion through port*
- *High level of software compatibility*

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Please Note

APEX Audio and APEX Alpha are currently under development